

World of Warcraft-English

An Investigation of the Language of the English-speaking European Realms and its Differences to other kinds of Computer-Mediated Communication

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1. Introduction

1.1 What is World of Warcraft?

Over the last decade or so, there have appeared several computer games where one plays over the internet as a digital character with and against a large number of other players, interacting in more or less fantastic environments and cooperating to achieve goals in the game. The most successful by far of these MMORPGs (short for **M**assive **M**ultiplayer **O**nline **R**ole-**P**laying **G**ame), in terms of how many people are playing it, is *World of Warcraft (WoW)*, released by Blizzard Entertainment in 2004 (MMOGchart.com 2008). It is set on a fictitious planet, called *Azeroth*, and the broken remains of another planet, formerly called *Draenor* but now known as *Outland*, which are linked by magical gates. The game is the successor of three popular strategy games and the universe has built up quite a mythology and background-story. Most of the inspiration for the game comes from the Fantasy genre but some Science Fiction-elements have been added.

Players take control of a character (that is, one character at a time; one can have up to 10 characters on one server, and 50 characters in total on one account) from one of ten different races divided into two warring factions – the *Alliance*, consisting of Humans, Dwarves, Gnomes, Night Elves and Draenai (approximately non-fallen demons), against the *Horde*, made up of Orcs, Trolls, Undead, Blood Elves (previously High Elves) and Tauren (cow-people). This character then becomes one of nine (at the time of gathering of material, that is. Now there has been released a tenth) classes: *Druid*, *Hunter*, *Mage*, *Paladin*, *Priest*, *Rogue*, *Shaman*, *Warlock*, and *Warrior*; though not all classes are available to all races. When playing against computer-controlled enemies, each class can then take up one of three primary roles: *Damage Dealer*, *Healer* or *Tank* (a heavily armoured character to keep the attention of the current enemy so that the other people, who are often quite frail, do not get killed). Some classes can also act as “Crowd Control” keeping one enemy incapacitated through various means while the others are dealt with. Only one of the primary roles can be performed efficiently at one time. Some classes can only be damage dealers, but apply different strategies to how they deal damage. When the enemy is the competing faction, the Tank-role becomes unnecessary, since other players decide for themselves who to target. Instead it is up to each player to have a strategy for staying alive longer than the current opponent.

Most of the time, one handles oneself well enough on one's own, but in order to obtain the best equipment and slay the most dangerous adversaries, be they other players or gigantic demons, one needs to cooperate with other players in numbers from 2 to 25 and in a few special areas even 40. In order to easily get large enough groups together, or just as a social gathering to get to know some new friends, players can create “guilds”. These guilds describe themselves in different ways. Some guilds characterize themselves as targeted against end-game content, meaning the most difficult computer-controlled bosses – officially named “Player-versus-Environment” (PvE) – while other guilds concentrate on “Player-versus-Player” (PVP): battling the players of the opposing faction, as larger groups in the game world at large or in special “Battlegrounds”, or as small fixed groups of two-, three- or five-man Arena Teams for fighting other such teams, for glory and fame, or infamy. Other guilds are mostly social – just a place to have people to chat with while you are playing. Of course, there are combinations of all of these goals for what a certain guild wants to do.

1.2 Aims and Expectations – Why study the language in a computer game?

Having around 10 million players world-wide (MMOGchart.com, 2008), *WoW* has a large number of servers – called “Realms” – some of which are set up in North America, some in Korea and some in Europe. The European realms are further divided into English-, French-, German-, Spanish- and Russian-speaking servers. The game has attracted a lot of rather young players from different countries and consequently the English written in the chat channels of the English Realms is often perceived as faulty, simplified or childish. Of course there are older players and people with English as their native language, but since the writing is often hurried or sloppily done, their language is also often simplified.

The aim of this essay is to explore more precisely what happens to the English in *World of Warcraft*, or rather – since much of the communication between people who have gotten to know each other to some degree is voiced and mediated through other computer programs, and thus beyond the reach and therefore the scope of this essay – what happens to written English in a text-only environment with many young people and foreign learners who are expected to write in English and English only.

From previous experience of the in-game chat, I expect to find many likenesses with other forms of Computer-mediated Communication, such as excessive abbreviation, arbitrarily applied punctuation, continuation of internet memes¹ and gamer in-jokes, numbers used to represent words or part of words. The tone of conversation is probably sensed as pretty harsh and impolite, with occasional rows and petty name callings. Full sentences should not be very common, or if they appear, they are probably run-on sentences.

I further expect to find word combinations that seem awkward in English but might have been reasonable in another language (and might give someone familiar with the other language a clue to where someone is from). Typing errors should be common, and often hastily corrected with a new entry into the channel. Abbreviation will be inconsistent; there can be several parallel ones for the same things or one acronym can refer to different things. There should be some confusion of similar words (such as “to”, “too” and “two” or “their”, “there” and “they're”) and some phoneticized spellings.

1.3 How the chat is constructed

The communication in the game is divided to several channels. Each major area has channels like *General* or *LocalDefense* (which tells if a faction settlement is under attack and is supposed to be used to organize the defence of it) and the larger cities are connected by a *Trade*-channel. These are joined by the player by default but one can leave them using an in-game command. There is a *WorldDefense*-channel which works like the local one but covers the whole realm and a *LookingForGroup*-channel where one can search for other players to go to a certain dungeon or take on a tougher-than-usual foe together – both of which must be joined manually. Each guild has its

¹ A meme is an idea or concept that spreads swiftly from person to person. The Internet has proven very beneficial for the growth and spread of memes. The term 'meme' was coined by Richard Dawkins as a cultural equivalent to the gene in biology. Internet memes are often images, quotes or ways of saying things from various media. The text-bound memes are easy to insert into the chat of *WoW*.

own channel with a special sub-channel for the leaders of it. For those that are not members of a guild, there is a special channel called *GuildRecruitment*, but as far as the author of this essay knows, that channel does not see much traffic since players seem to prefer posting recruiting messages in the Trade-channel. When cooperating with others, one joins a group, called “Party” by the game (groups larger than five are called “raids”), and have a special channel. One can also “whisper” things to one person over any distance.

Finally one can “say”, “yell” or “emote” (dance, salute, hug, slap, laugh, etc.) to one's immediate surroundings. Said and emoted things do not travel very far, only those close by can “hear” them, while yelled things can be “heard” in a large area. Only these last three kinds of communication can be seen by the opposing faction, but unless they are one of the common emotes already in the game (you can also make your own) they are distorted as if in an unfamiliar language, or as unintelligible gestures. Some races also have their own in-game languages, which can only be understood by another person of the same race, but they speak in their faction language by default.

One can link many things into most chat channels: the name of an item, a quest or (a feature implemented just as the gathering of material began) an “achievement” (a notification of what a character has accomplished, viewable by others, some of which give a title - such as “Chef [Character Name]” for doing certain things using the in-game cooking skill - or a riding animal as a reward, while other achievements only give achievement points, which are not used for anything but keeping a score of how many things someone has done). One can also link one's professions, such as *Blacksmithing*, *Enchanting* or *Engineering*. You can then click on the link in the chat to see the specifics of it: the statistics of a weapon or piece of armour, the objectives for a quest or all the things someone can make with their profession. Similarly, the names of all player's characters that say something that appears in the chat-window will be surrounded by square brackets, signalling that you can right-click the name to get a menu to whisper, invite to a group, or if the message is from an automated “gold-seller” (a character-program created to illicitly advertise the opportunity to buy in-game currency for real money) or just repeating something over and over, report that message as “spamming”². You can also Shift-click it to get a short message of information about that character: “Name: Level ## Race Class <Guild Name> - Area”.

The game itself will generate messages for a number of things, including any change in what channels one is participating in, what items you or anyone nearby creates or what items you or anyone in your party that is nearby picks up. For more uncommon items that are picked up while in a group the game will generate a random-number lottery where you can choose whether to pass for the item or to “Need” or “Greed” for it, meaning that you want the item for use or that you want to sell or otherwise use it but it is less important. The game can also notify you when members of your guild log on or off, when people enter or leave a group you are in, or when you, anyone nearby or anyone in your guild complete an achievement. With the last feature there is sometimes an overlap when someone in your guild completes an achievement in your immediate surroundings, such as when you kill a dungeon's final boss together. Characters that are a part of the game, *Non-Player Characters* (NPCs), sometimes have dialogues that will look much like the utterances of other players, except that it of course will have had much more time for revision. If an area has PvP-

² “Spam” – Annoyingly exaggerated repetition of something or unwanted advertisement in internet media. (Templeton, 2010) (Crystal, 200?)

objectives you will get messages in the *LocalDefense*-channel about any major change in their development, and if an NPC on your faction is attacked by a player from the other faction, it will display a message in that channel telling you where the attack took place.

1.4 Previous Research

This is a fairly new area for research, and has not been thoroughly explored. The name for the area of Computer-Mediated Communication comes from David Crystal's book *Language and the Internet* (2001) which covers five main areas of internet communication: E-mail, Bulletin Boards, Web pages, Chat rooms and Multi-User Dungeons (or Dimensions) abbreviated into MUDs (also a sixth area in a later edition). The last area is a text-based form of game or virtual world, that is similar to *WoW* in some ways, but since MUDs are text-based and *WoW* is primarily experienced through its graphics, there are of course many differences as well.

MUDs mostly work by telling you, in text, where you are and what or who you see. You then type what you want to do with the things you see, or say to the people present, or where to go next. Some have a graphic interface that show you your surroundings and the items and people in it, but often it is more rudimentary than in a game developed by a larger game company, and the text is still very important. *WoW* and games like it work the other way round: the chat is an aid to the huge three-dimensional world, but you don't have to give it any notice unless you want to communicate with other people.

WoW has been the focus for studies in cooperation, since the spontaneous joining of strangers into groups for a common goal is an integral part of any advanced progress in the game.

The linguistic side, however, has not been investigated as much. An American study by Collister (2008) focused on the development of linguistic in-jokes in a small close-knit group, and a recent Swedish study by Lindh (2009) did a listing of different abbreviations, emoticons, words based on pronunciation, multiple letter usage and other kinds of word formation and analysed how these areas make the game language differ from Standard English. This latter essay has several similarities to the present study, but different methods are applied on different sets of data.

1.5 Organization of the present study

In the present study the results and discussion sections are organized under a common heading, with discussion elements intertwined in the results. After this section comes a section of concluding remarks, with a more general discussion of the results.

2. Method & Material

2.1 Method

The essay investigates excerpts of the in-game chat, partly during ordinary play, partly from just letting a character stand in a city allowing the *Trade*-channel and immediate surroundings to accumulate data. The chat was logged using the game's built-in logging function. After that, the material collected was read closely to find examples of different speech-environments within the game, and make a reasonably sized excerpt of it. The speech-environments examined are: Guild-chat, in this case the guild *House of Pain*, a smallish guild that more often cooperates internally than externally and is pretty social, and a group consisting of only current or former guild-members; *Trade*-chat and *General*, which anyone can participate in; trade-situations between strangers, often initiated through *Trade*-channel and continued privately; and finally *Pick-up Groups* (PuGs), where someone has created a group consisting of people who do not know each other, or at least do not know the whole group, by using public chat-channels and the Looking-for-group interface in order to clear a dungeon or do something else that requires more than one player. The excerpts were analysed for deviations from Standard English and then compared to the characteristics of *Computer-Mediated Communication* (CMC), as described by Crystal (2001). After each excerpt follows a brief summary of the characteristics of CMC found in it.

2.2 Material

The material was collected during the weeks immediately before the release of the second expansion of the game (*Wrath of the Lich King*, released 13 November 2008), from 15 October to 11 November 2008, from the *Horde* side of the server *Khadgar*. Originally consisting of slightly more than 27000 lines, the chat logs have been edited to remove guild secrets, some private conversations in Swedish, which are uninteresting in this context, and long stretches of game-generated information such as what items are picked up from monsters killed or items that are crafted by someone standing nearby using their profession, the latter since it sometimes has produced multiple pages of log where nothing is said. The resulting shortened version consisted of just above 11500 lines, containing approximately 54000 words of conversation. From this, six shorter excerpts have been chosen to show different linguistic environments in the game. Each excerpt is in turn shortened so as to not be too long when presented in the results section, but can be found in its entirety in the appendix. The complete collection of data is not included due to its length.

The linking of professions in chat, as described in the introduction, has through some glitch in the logging function mostly become a long code before the actual profession, and the game-generated message that notifies you when you travel from an area to another and thus switching which *General*- and *LocalDefense*-channel you are in has been replaced with a long serial code - possibly to log which server or battleground the version of the channel something was said in is. The linking of quests, items or achievements has lost the square brackets they have in the chat-window when in the game, as has the name of the character which has sent each message.

3. Results & Discussion

The chat of *WoW* is nowhere near homogenous. The fast-paced trade channel is a cacophony of different players wanting to sell, buy, craft, talk, spoof, joke, find groups or guilds or more members to one (the last part even though there is a separate channel for just that). General-channels are more quiet (with some exceptions; certain areas – such as “the Barrens” – are host to much discussion) and the *LocalDefense*-channel is even more silent, with only sporadic bouts of activity when an attack occurs. *LookingForGroup* is usually a regular stream of advertisements for cooperation, but devoid of any dialogue. Every guild is a unique mixture of friendly discussion, competitiveness between those filling the same role, clubs for internal admiration, helpful or not-so-helpful high-level players and struggling mid- and low-levels, stages for drama and intrigue, or just the private chat of a group of friends. Parties tend to not talk that much except for deciding on strategies for the next fight or, sometimes when the game gets tough, vent their frustration directed either at one another, which often kills any desire to cooperate further.

3.1 Guild-chat

It would be unwise to assume that all guilds have the same social and linguistic situation, but in order to come to any kind of conclusion about how they interact, one must examine what material one can get. The guild that appears in this essay is *House of Pain*, whose core members' age I believe is slightly older than average for *WoW* – old enough to have children of an age that they are in school or to have just become parents. Its members have a tendency to greet one another almost excessively and congratulate every accomplishment that they are made aware of. The atmosphere is good-natured and helpful. Its members are not very dedicated to becoming the first to slay the end-game bosses, but rather take their time, getting there eventually.

Several of the guild's members have multiple characters at what at the time of gathering the material was maximum level (level 70) but perhaps not with the most exciting equipment, since there had been difficulties in planning any excursions to the places where such items were found, largely because of the guilds relative smallness, with around 15 active players. The members mostly live in the United Kingdom, with some other players coming from the Scandinavian countries and a few more from outside that. Several members who have been in the guild long have received nicknames which also apply to those of their characters that do not quite fit with them. The best example of this is probably “Ash”, who has five characters within the span of 60-70 and is the guild master. The author of this essay is an officer in this guild, but is not one of the founding members. His main character “Kwaahr” has given him the nickname “K”, even though he is not the only one in the guild to have a character with that initial. Some of the members also have characters outside of the guild, who are brought in to help when required. When in more serious groups they often use the voice-chat program *Ventrilo* and the chat logs are almost empty on those occasions.

Example 3.1.1 Guild run – ordinary dungeon using voice chat

Here is a short example of an ordinary clearing of a dungeon, of slightly lower difficulty for the

characters involved, and the group consisting entirely of members of the same guild. The tone is relaxed and even slightly nonchalant. Most written messages is responded to with text answers, although much of the conversation goes through a separate voice-chat client, though not all the players were using that on this particular occasion. I have made a couple of explanations of game abbreviations in the example using italics. The material was gathered November 3rd 2008 between 22:35 and 23:25

Excerpt 1: Guild Run

1 [Party] Leonie: is there another stone?
 2 [Party] Aradicus: no im by it
 3 [Party] Aradicus: the only 1
 4 [Party] Leonie: k, do you want to see if they share
 5 [Party] Eyegore: ok, thanks
 6 [Party] Leonie: got all my blood
 7 [Party] Erekoze: control
 8 Aradicus has died.
 9 [Party] Aradicus: use enough CD's (*=CoolDowns, abilities that are usable only once in a longer timespan*) on me
 Erekoze :P
 10 [Party] Aradicus: no worrys
 11 [Party] Erekoze: dont know what got into me
 12 [Party] Aradicus: take them?
 13 [Party] Leonie: wait for them to go?
 14 [Party] Aradicus: thts better
 15 [Party] Eyegore: got all the blood i need now
 16 Shadwraith says: same
 17 [Party] Aradicus: ta
 18 Shadwraith says: brb bio (*=Be Right Back, Biological break*)
 19 [Party] Shadwraith: bk
 20 [Party] Erekoze: 2 saps
 21 [Party] Erekoze: Gil?
 22 [Party] Aradicus: gz
 23 [Party] Eyegore: i want that too...
 24 [Party] Shadwraith: the button above greed then
 25 [Party] Aradicus: gz
 26 [Party] Shadwraith: gz
 27 [Party] Shadwraith: ty
 28 [Party] Aradicus: gz
 29 [Party] Leonie: ty
 30 [Party] Shadwraith: u can go to northrend (*Northrend=the new continent due to be released*)
 31 [Party] Shadwraith: tell mourn
 32 [Party] Leonie: oh joy
 33 Erekoze has earned the achievement Got My Mind On My Money!
 34 [Party] Shadwraith: gz
 35 [Party] Leonie: gil, you going for this?
 36 [Party] Aradicus: huh?
 37 [Party] Aradicus: Ironspine Point of the Monkey?
 38 [Party] Leonie: yes,
 39 [Party] Aradicus: Merciless Gladiator's Slicer Merciless Gladiator's Quickblade :)
 40 [Party] Leonie: got more agi and stamina then either o mine
 41 [Party] Leonie: i just have to learn it
 42 [Party] Shadwraith: boo
 43 [Guild] Sindorai: gratz folks
 44 [Guild] Leonie: thank you
 45 [Party] Shadwraith: wave to maggy
 46 Eyegore waves at Maggy (*Custom Emote, as described earlier*)
 47 [Party] Leonie: thank you very much al

48 [Party] Aradicus: cya
 49 Aradicus leaves the party.
 50 Aradicus has gone offline.
 51 [Party] Shadwraith: ty guys, appreciate those two runs
 52 [Party] Erekoze: always a pleasure

Firstly, the most easily noticed trait of CMC in this excerpt is the use of almost only lower case letters, with only three exceptions that are not game-generated, both appearing when the party was not in motion and thus having more time to type: Once (line 9) when a character had died from another player's character being magically controlled by an enemy and made a comment on the excessive force that had been used (in this instance the upper case word was an acronym), once (line 21) when a player seemed to be away from his computer without notifying the group, and when the final boss of the dungeon had been defeated and the group was about to disband a custom “Emote” includes a name that receives its initial capital letter (line 46). Other than that, there are some places where players link an item (37, 39), and the name of the item is then shown as in the game, as it is when the game generates a message (33) for an achievement one of the players receive. Secondly, many words are abbreviated. For example, “ty” standing for “thank you”, “grats”, “gz” or “gratz” standing for “congratulations”. Thirdly, while this is a group consisting mostly of persons from the UK, the view on grammar and spelling is noticeably relaxed. The usage of apostrophes in contractions is skipped – “I’m” becomes “im” and “don’t” becomes “dont”. There is one instance of a regularized plural with “worrys” instead of “worries” and a couple of places where what appears to be a typing error, such as that a second ‘l’ in “all” is missing, goes without a repairing comment (47).

Example 3.1.2 – Afternoon chat and helpful trade

This is an example of players having a relaxed conversation about a number of things, mostly, but not entirely, related to the game. There are examples of business deals negotiated between guild members, usually without any payment (but perhaps an unspoken agreement of returning the favour sometime in the future). Two threads of conversation emerge, dealing with separate trades. One of these continues with the participants joining into a group, since the trade must be performed “face to face” and characters in a group can see each other on their world and area maps, and using that to find each other much more easily. The materials was gathered on November 6th between 13:35 and 14:00.

Excerpt 2: Guild trade

1 Shadwraith has come online.
 2 [Guild] Kwaahr: oh no, now i'll get more gathers of glowcap...
 3 [Guild] Kwaahr: hi cy
 4 [Guild] Shadwraith: hiya!
 5 [Guild] Shadwraith: im off to get glowcaps :P
 6 [Guild] Shadwraith: hows u mate?
 7 [Guild] Kwaahr: pretty ok, tired
 8 [Guild] Shadwraith: work was it?
 9 [Guild] Kwaahr: school, rather
 10 [Guild] Kwaahr: uni, so irregular schedule

11 [Guild] Shadwraith: ah right, hows it going there?
 12 Paladude has come online.
 13 [Guild] Kwaahr: I might pick myself up and get through this course too
 14 [Guild] Shadwraith: lol gd call
 15 [Guild] Kwaahr: how are you, yourself?
 16 [Guild] Shadwraith: fine ty, bit upset im not going to be here next week for release of wotlk
 17 [Guild] Kwaahr: what are you doing instead?
 18 Sindorai has come online.
 19 [Guild] Shadwraith: i have to go on all sorts of work training things, sometimes running them, hence why i seem to dissapear randomly, its all short notice stuff
 20 Paladude has earned the achievement Professional Artisan!
 21 [Guild] Shadwraith: gz mate
 22 [Guild] Paladude: thx
 23 [Guild] Sindorai: gz pala.. wht u making now?
 24 [Guild] Paladude: Herb gathering
 25 [Guild] Sindorai: ganja growing... sweet
 26 [Guild] Shadwraith: as i have been levelling shad i have let my inscription on annie slip
 27 [Guild] Kwaahr: sin, have time for those enchants?
 28 [Guild] Paladude: only got 138 in inscription
 29 [Guild] Sindorai: Enchanting Tailoring if ya want
 30 [Guild] Sindorai: am in shat kwaa
 31 You have invited Sindorai to join your group.
 32 Sindorai joins the party.
 33 Looting changed to Group Loot.
 34 Loot threshold set to Uncommon.
 35 [Guild] Shadwraith: my inscription is 365, but i havent had time to gather any more herbs
 36 Sindorai waves at you.
 37 You have requested to trade with Sindorai.
 38 [Party] Kwaahr: think that's the lot...
 39 Sindorai whispers: cool mount
 40 [Party] Kwaahr: def on chest, and agi on cloak (*def=defense; agi=agility – these are character statistics*)
 41 [Party] Sindorai: chest first
 42 You have requested to trade with Sindorai.
 43 [Guild] Shadwraith: actually is any1 a skinner?
 44 You have requested to trade with Sindorai.
 45 [Guild] Paladude: my rogue is
 46 [Guild] Shadwraith: what lvl?
 47 [Guild] Paladude: 2 sec i shift to him.. Cant remember :-)
 48 Paladude has gone offline.
 49 [Party] Sindorai: sorted
 50 [Party] Kwaahr: thanks
 51 [Party] Sindorai: no problem
 52 Unpleasant has come online.
 53 [Party] Sindorai: catch u later
 54 [Guild] Unpleasant: 375
 55 [Guild] Shadwraith: need Knothide Leather
 56 Sindorai has gone offline.
 57 Your group has been disbanded.
 58 [Guild] Unpleasant: i try look in my bank
 59 [Guild] Unpleasant: how many?
 60 [Guild] Shadwraith: 20 at the most?
 61 [Guild] Shadwraith: i will send u some glyphs later
 62 [Guild] Unpleasant: Knothide Leather Scraps ?
 63 [Guild] Shadwraith: just the normal leather
 64 [Guild] Shadwraith: dnt worry if u dont mate, i will AH it
 65 [Guild] Unpleasant: Knothide Leather x 7 in bank...
 66 [Guild] Unpleasant: i try to find some
 67 [Guild] Unpleasant: more
 68 [Guild] Shadwraith: brilliant if i cud nab that? hold on i will change to annie hes in shatt

As with the previous excerpt, the standard is for mostly lower case letters. Only in two places (lines 24 and 64) are capitals used intentionally by a player (“Herb gathering” and “i will AH it” respectively), although there are several places where a player links an item or a profession, which are then written with initial upper case letters. Also, few messages are very long, most have less than six words. If a word can be left out and the message can still be understood, the word is likely to be dropped. The abbreviations are also plentiful, and the deviant grammar and spelling appears as well, although at one time it is unclear if “Pope” is making a mistake or just skipping a word with the line: “i try look in my bank” (58). At other times “Shadwraith” skips the occasional letter, and it is uncertain if it is by choice or sloppy writing. It does not disturb the reading of his messages much, for while the spelling is simplified it is mostly just more like the word would be pronounced, such as “cud” instead of “could” in line 68. In line 64 he is inconsistent by spelling “don’t” as both “dnt” and “dont”, but he manages to get his meaning across anyway.

3.2 Professions and the trade of them

The game offers ten different primary professions to players, such as *Blacksmithing* to make armour and weapons, *Enchanting* to place spells on equipment, *Alchemy* to make potions to be used in combat and so on. Each character can at any one time only have two of these, and can only learn a new one at the cost of losing the skill they have acquired in the the profession they currently have. Most of these demand – at some point – parts that are obtainable only, or at least much more easily, through trade with those of another profession if they are to improve their skill. Most will probably start to look in the game's auction house for what they need, but sometimes the items are not available there and therefore the players are forced to advertise their intention to purchase an item or offer their services to the public in order to afford a further improvement, or perhaps to in turn afford the services of another player or NPC (Non-player character).

Example 3.2.1 – Quick business deal

In this example a short transaction of business is seen, from the request for a certain item created by a profession to the item changing owner. The conversation starts in a public channel and is then continued by private messages. The players involved join into a 'party' to facilitate finding each other for the transaction, as was done above in the guild chat example.

The conversation is pretty bare, and does not go into anything more than the necessities to complete the trade without being rude. As before, there are some explanations of abbreviations in italics. The excerpt was collected on November 6th 2008, between 13:18 and 13:25.

Excerpt 3: Business deal

1 [2. Trade] Holydoll: anyl who can fix a Fel Iron Rod? 2 [2. Trade] Nobita: is it broken? 3 [2. Trade] Holydoll: lol i mean do onw 4 [2. Trade] Holydoll: one* 5 [2. Trade] Nobita: i can fix but cant do 6 To Holydoll: yes, i can make you one 7 Holydoll whispers: do you have mats? (<i>mats=materials for making the item</i>)
--

8 To Holydoll: yes, they'll cost you 10g (*g=gold coins, the highest denomination of the game's currency*)
 9 Holydoll whispers: sure, np
 10 Holydoll whispers: i have like 16g on me so that would be great
 11 To Holydoll: meet, or send CoD? (*CoD=Cash-on-Delivery, using the game's mail system, and the recipient must send back the money to receive the item(s)*)
 12 Holydoll whispers: where are u ?
 13 To Holydoll: shatt(=*Shattrath, a city*), can be in org(=*Orgrimmar, another city*) in a min (*The cities are joined by a one-way portal, going from S to O*)
 14 Holydoll whispers: oh, im in ogri now, but i can meet u in shattrah aswell
 15 Holydoll has invited you to join a group.
 16 To Holydoll: im going to check ah (*ah=Auction House, a place for asynchronous trade of items*) anyway, i'll come there
 17 Holydoll whispers: nice
 18 Changed Channel: |Hchannel:-1073767396|h[(null)]|h
 19 Changed Channel: |Hchannel:-1073767396|h[(null)]|h
 20 Holydoll whispers: im standing just outside AH
 21 You have requested to trade with Holydoll.
 22 Holydoll whispers: thnx dude
 23 Your group has been disbanded.
 24 To Holydoll: thanks, and yw

Excerpt 3 is an example of how business is conducted in *WoW*, starting in the public Trade-channel, and continuing using direct messages. The lower case standard is apparent yet again, and the abbreviations are even more frequent. Of the 14 private messages, 12 have abbreviated words or phrases and one of the last two consists of only one word. When the abbreviated word is an acronym, the likelihood of using uppercase letters seems to rise.

3.3 Trade Chat and other public channels

Example 3.3.1 – City Life

Excerpt 4 below is a short piece from the very busy trade channel, with a large spread of different topics. Few of these topics receive any public attention, only a small number are responded to at all. That makes it very difficult to analyse, since there is no conversation as such, and instead I have marked which topic each utterance seem to be a part of, using the letters A-G and marking a few uncertain ones with question marks. The excerpt was collected November 9th 2008 between 21:56 and 22:03.

Excerpt 4: City Life

1 [2. Trade] Imurpally: does anyone have a golden rod i could have if it ok	A
2 [2. Trade] Blooduselfus: I have a big one	A
3 [2. Trade] Blooduselfus: VERY golden	A
4 [2. Trade] Imurpally: really now :P	A
5 [2. Trade] Grump: i don't hink thats helping	A
6 [2. Trade] Imurpally: no seriously i need for enchantin	A
7 [2. Trade] Issuldar: LF TANK FOR DAILY HC (BF) Last spot!	B
8 [2. Trade] Cormickco: bite me	?
9 [2. Trade] Issuldar: If tank for daily hc - last spot!	B
10 [2. Trade] Venomous: <improvius is a new formed guild thats looking for active and experienced players. you need to have 25man raid experiance. we are aiming for 25man raids in WOTLK. we have all our class leaders now. we have 15 level 70s all experianced atm.	C

11 [2. Trade] Highlandbull: LF enchanter	D
12 [2. Trade] Belive: <Nexious> is a new friendly guild recruiting Active and helpfull players, Help making this a Social guild - all classes and levels welcome - We will also raid WotLK when we get more lvl 60+ /whisper me for more info and invite, =)	E
13 [2. Trade] Issuldar: LF Tank for daily HC – BF!	B
14 [2. Trade] Gregos: what is the starting lvl for rfc ??	F
15 [2. Trade] Macabreunit: 10?	F
16 [2. Trade] Luyt: 13	F
17 [2. Trade] Daemorth: you can enter at 8 but aint useful till 12	F
18 [2. Trade] Oliguy: you can enter at lvl 8	F
19 [2. Trade] Luyt: Well, at 13 it appears in your LFG	F
20 [2. Trade] Sheul: Can the GM of the Guild "Kiss My Axe" plz stop "Keff" from begging	G
21 [2. Trade] Gregos: any one wanna boost me :P ?? im sick of questing ...	F
22 [2. Trade] Cormickco: thats baloe!	G?

The above exchange is a short excerpt from the Trade-channel, including many of the regular topics. There's the topic A, where a person is asking for an item he needs to further his profession and inadvertently gives an opening for innuendo or ribbing which is quickly taken advantage of. There's B, a person looking for a member to go to a dungeon, in this case the role to be filled is the tank. C and E are two guilds aiming at PvE content in the expansion which was to be released a few days after the day in the excerpt, and the recruitment-notices are pretty run-of-the-mill, one setting a few conditions for membership while the other is more open. D is someone looking to get his equipment improved with enchants. F is a question about which level one can go into the first dungeon of the game, and is rewarded with a flurry of opinions, and ends with a request from the originator of the topic to be boosted - to be brought through the dungeon by someone for whom it is devoid of difficulty - a tactic to rise in level faster without actually having to work for it. Finally there is G, the occurrence of a character begging, which is generally looked down upon, to the extent that a player is appealing to the beggar's Guild Master to put a stop to it. There are also two utterances that are unclear in what topic they belong to, the latter might be an answer to who the Guild Master in question is in the begging topic, while the former is just confusing.

As before, the standard is lower case letters, with the exception that most acronyms are in upper case. This is especially apparent in the first guild-recruitment message, where the only thing in upper case is the acronym for the new expansion. The other guild-recruiter uses capitals but in odd places, perhaps to emphasize certain words. A couple of players use upper case at the start of their messages, one word is in upper case for emphasis and one message is “screamed” with all upper case. Apostrophes seem to be voluntary, only one appears in the excerpt. Abbreviations are common, 10 of 22 messages contain them, and three of those are the same message repeated over and over, containing three abbreviations. Deviant grammar and spelling is present, but not plentiful: one use of “wanna” instead of “want to”, and a repeated misspelling of “experience”, making it into “experiance”, aside from the missing apostrophes. One of the longer messages is a run-on sentence, but employs other punctuation symbols to become more intelligible.

3.4 Pick-up Groups

Often there is no one you know available to help in the dungeon you want to go to. The only option one has then is to brave the unknown and try to find strangers that want to accomplish the same

thing as you, using the LookingForGroup-interface or by advertising in the Trade- or General-channels. Sometimes you are lucky and end up with a group that works pretty well together, and at other times it is a disaster and you get nowhere, and might even descend into a heated argument about whose fault some spectacular mistake was. Often it can take a couple of battles against enemies for a group to get the feel of each others' style of playing and improve from there. If a group is successful, one can add each other to one's "friend list" to find each other again in the future.

Example 3.4.1 – A Pick-up group that does well

In this example we see a Pick-up-group that starts of a bit disoriented but manages to clear the dungeon they attempt. The tone is less relaxed than in the guild group above, but ultimately friendly since those occasions that seemed too difficult on the first attempt are overcome on the next try. The excerpt was collected November 5th, 2008 between 15.44 and 16.42.

Excerpt 5: Successful PUG

1 [4. LookingForGroup] Sidewinter: need tank to hc crpyts, last spot (*hc=Heroic dungeon, difficulty setting for players at maximum level*)
 2 Sidewinter whispers: wanna come tank hc crpyts? its daily (*daily=quest that can be completed once each day, only one heroic dungeon daily quest/day possible*)
 3 To Sidewinter: ok
 4 Sidewinter has invited you to join a group.
 5 [Party] Sidewinter: hi
 6 [Party] Droox: hi
 7 [Party] Depret: hi
 8 [Party] Kwaahr: hello
 9 [Party] Sidewinter: are you ready to summon?
 10 [Party] Sidewinter: here it goes
 11 [Party] Sidewinter: which one is crpyts
 12 [Party] Droox: mabye this
 13 [Party] Sidewinter: never remember these :D
 14 [Party] Droox: ye
 15 [Party] Sadron: Is this the daily ?
 [... discussion of tactics]
 16 [Party] Sidewinter: gogo
 17 [Party] Depret: what whor sheep?
 18 [Party] Sadron: Pro >.<
 19 [Party] Depret: ruyn out
 20 [Party] Depret: outout
 21 [Party] Droox: OUT !
 22 [Party] Sidewinter: not rly good start :D
 23 [Party] Droox: omg i killed tank :P
 24 [Party] Droox: comme in
 25 [Party] Sidewinter: so we need to kill possesser asap
 26 [Party] Sidewinter: or that happens :D
 27 [Party] Depret: soz
 28 [Party] Depret: what mark is for sheep?
 29 [Party] Kwaahr: moon
 30 [Party] Depret: okay
 31 [Party] Sidewinter: love droods heals <3
 32 [Party] Droox: hold agro plz
 33 [Party] Droox: AGRO!
 34 [Party] Sidewinter: hell no

35 [Party] Droox: OMG
 36 Depret has died.
 37 [Party] Depret: hah :D
 38 [Party] Depret: sorry, i think i agroed those 3 :(
 39 [Party] Sidewinter: that was close
 40 [Party] Depret: ty
 [...]

41 [Party] Sidewinter: they can't be trapped
 42 [Party] Sidewinter: can't trap or sheep :/
 43 [Party] Droox: just NUKE
 44 [Party] Sidewinter: good plan
 45 [Party] Sidewinter: i like that
 46 [Party] Kwaahr: let me get in a sw on them first
 47 [Party] Droox: gogo
 48 [Party] Sidewinter: great
 50 [Party] Sidewinter: lets do that again!
 [...]

51 [Party] Sidewinter: is this last boss?
 52 [Party] Sadron: Yes
 53 [Party] Sidewinter: :o
 54 [Party] Sidewinter: short dungeon
 55 [Party] Sidewinter: oh this is that boss
 56 [Party] Sidewinter: now I remember
 57 [Party] Sidewinter: he does clones of us
 58 Kwaahr has earned the achievement Heroic: Auchenai Crypts!
 59 [Party] Droox: not my back :(
 60 [Party] Sidewinter: why all this CRAP
 61 [Party] Sidewinter: why not never hunter stuff

While the “tank” often gets appointed leader, he or she usually only leads in the sense of deciding the order in which enemies are to be targeted. Different customs on how thorough to be when targeting can lead to some impatience if some people feel that things are going slow. Irritation with tanks not keeping the attention of all the enemies engaged in battle is common, and less forgiving if the irritated player is used to tanks that can handle anything done by his damage-dealers, while still keeping away from those enemies that are “crowd-controlled”, or “CC'd”, (frozen in an ice-block, turned into a harmless animal – most often a sheep – captured in magical chains, etc.) which will come back into the fight if damaged. The character being the tank in this case is used to a slightly slower tempo and more thoroughness in the “marking” of the enemies to be disabled while the first are taken care of.

Lower case is the standard, as in all the previous excerpts. Upper case is only used for emphasis, either emotional or as emergency “screaming”. The grammar is generally acceptable, and just some of the spelling is wrong: “crpyts” is repeated in the beginning (lines 1, 2 and 11), and is a misspelling of the name of the current dungeon which is called “Auchenai Crypts”, the latter part then standing for the whole name. When the wrong person gets the direct attention of an enemy, the common term is that he or she has taken “aggro” (from aggressive/aggression), so that two of the players in the excerpt use the deviant spelling “agro” (32, 33, 38) of an in-game term can be viewed as interesting. Other special vocabulary include “pro” (from professional), used on line 18 in a sarcastic tone as it was a comment on a failed fight where the group had to run away in order to not die. Of further interest is the use of emoticons in the excerpt. “Sidewinter” uses emoticons in 7 of his 27 lines, and three of the other players use them at least once (18, 23, 37, 38)

Example 3.4.2 – A Pick-up group does not do very well

Sometimes, there are not enough players that want to go somewhere. In this case, an excursion to a lower-level raid-dungeon, meaning a dungeon made for groups of more than five, which had only one player that was assigned to heal the others, when three players with that role would have been appropriate. Since the group was mostly made up of characters of maximum level, the group got some distance into the dungeon since the resistance was lighter than what they were used to, but eventually it became evident that it was too hard for the group to succeed in clearing all the enemies in the dungeon. The atmosphere was impatient from the start, which probably hurried the decline of the group's mood to the point where people simply left. In the example we see that some of the players are communicating using their guild channel as well, commenting on the progress they make. A misunderstanding was made by the player that seems to be the initiator of the excursion, in that you cannot kill any of the bosses in a raid dungeon more than once per week. (If you do, you are locked to that particular version of the area and cannot see the players in the untouched one, and they cannot see you.) As he had been there the day before, this led to him having to leave the group. The example is shortened and most of the development of the bad emotions have been removed, leaving only the final dissolution of the group. The excerpt was collected on November 11th 2008 between 15.08 and 16.09. See appendix for a more complete version.

Excerpt 6: Unsuccessful PUG

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1 [Guild] Bulltank: pope want to come ZG ?
2 [4. LookingForGroup] Bulltank: LFM ZG
3 [Raid Leader] Hectar: if its just one boss we wont need any more
4 [Guild] Wildmage: What is ZG now? :-)
5 [Guild] Shadowpaladi: zul gurrub
6 [Guild] Wildmage: sure
7 Wildmage has joined the raid group.
8 [Party] Wildmage: jello
[...]
9 Looting changed to Master Looter.
10 Patricker is now the loot master.
11 [Raid] Hectar: heal
12 [Raid] Hectar: nothing i need
13 [Raid] Polleapoika: ress
14 Kwaahr is now the loot master.
15 [Raid] Hectar: actually
16 [Raid] Hectar: gona roll for the word
17 [Raid] Hectar: sword
18 [Raid] Hectar: if thats ok
19 [Raid] Polleapoika: Ress_
20 [Raid] Polleapoika: ?
21 [Raid] Kwaahr: so, who wants what, and how does this work?
22 [Raid] Hectar: u choose
23 [Raid] Hectar: the type /roll
24 [Raid] Hectar: who ever gets highest u give it to them
25 [Raid] Polleapoika: omg
26 [Raid] Kwaahr: ok
27 Hectar receives loot: Zulian Slicer.
28 [Raid] Hectar: i ddint roll
29 [Raid] Hectar: ur supsoed to have us roll first
30 [Raid] Hectar: turn master loot off now
31 [Raid] Wildmage: christ this sucks

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32 [Raid] Hectar: was for just this boss
33 Patricker is now the loot master.
34 [Raid] Kwaahr: i didnt do anything they just got looted suddenly...
35 Wildmage whispers: sorry m8, but i am leaving this "game"
36 [Raid] Hectar: thats weird
37 Wildmage whispers: we cant with out healers
38 [Raid] Hectar: o well to the next boss
39 Wildmage whispers: only 8 man in a 20 man raid
40 [Raid] Hectar: is prot a good spec
41 Wildmage has left the raid group.
42 [Raid] Hectar: ffs lol
43 Shadowpaladi has left the raid group.
44 [Raid Leader] Patricker: off
45 [Raid] Hectar: why are people leaving lol
46 Polleapoika is now the group leader.
47 Wildmage has gone offline.
48 [Raid Leader] Polleapoika: are we done now?
49 [Raid] Hectar: well everyone is leaving lol
50 [Raid] Hectar: theres loads more bosses
51 [Raid] Hectar: lvl 70s only stay incase the tiger mount drops
52 [Raid] Hectar: i guess were done lol
53 [Raid Leader] Polleapoika: ok
54 [Raid Leader] Polleapoika: bye
55 [Raid] Hectar: bye

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As before, most messages are devoid of upper case letters, except for a couple of mentions of the acronym for the dungeon in question and the common abbreviation for “Looking for Group” in the beginning of the excerpt, and one initial capital in a message. Apostrophes are completely missing from the version above, and the grammar varies in quality. There is an example of the use of numerals as parts of words with “m8”, meaning “mate” (line 35), and several instances of “lol”, which originally means “laughing out loud” in a sarcastic tone (lines 42, 45, 52).

4. Concluding remarks

In my material there are many likenesses to the MUDs (Multi-user dungeons), or virtual worlds, that Crystal examines in *Language and the Internet* (2001), but also large differences. The number of players on a *WoW*-server is very much larger than that of a regular MUD and you cannot react to everything that appears in chat, especially in the mostly very fast-paced Trade-channel. In a smaller setting, such as in a party inside a dungeon, you can keep up with the conversation much more easily, but you do not have to say anything there either. *WoW* is also much more driven by its graphics than MUDs were when they were at their peak in popularity. Some things might be mostly or only graphically communicated, or events might be commented on in a few lines that do not make much sense in retrospect, without seeing what happens in the game. The game itself does not work through text in the chat, but rather by the character models moving, and by numbers appearing on the screen for a few seconds before they disappear. The chat is not used to act in the game world – except for the built in emotes that sometimes have character movement linked to them, such as the dancing emote – it is where the world is discussed. In larger groups it is also

frowned upon to talk much during the actual dungeon-crawling, since the chat is then reserved for communication of tactics, instructions and emergency orders, or after a successful fight, the divvying of the spoils. Less dialogue is required to play, and many of those young learners of English I expected to find speaking do not seem to speak more than necessary. Instead those that are more confident in their language-ability produce most of the dialogue, especially in the Trade channel. Only occasionally, in smaller groups, can you find examples of learners' simplifications and mistakes. The linguistic confusion of similar words and incorrect grammar is therefore not as plentiful as I had expected from the outset.

Of the other kinds of CMC, that of a chat room is probably the one with the most similarities to this study, especially to the more social chat-channels in the game such as *Trade*-, *Guild*-, and in some cases the *General*-channel. Since it is also synchronous conversation, what is said quickly disappears in favour of new messages. Many different subjects intertwine and you can easily lose track of a subject if there suddenly appears a longer message from someone (or if several messages are posted in quick succession, as is practised among gold-sellers). The chat of *WoW* is more or less built up as a collection of chat rooms, but the difference is that the chat is not the reason for one playing, but rather a tool to help with large parts of the game experience.

While there is a mail-system in the game, it is seldom used for much communication, but rather for sending items and currency between one's characters, or for trading with a character that is busy or not online at the moment, and then usually using the method of Cash-on-Delivery to ensure not having your good faith abused, if the transaction is not with someone you know and trust.

The game does not have a built in Bulletin-board system, but there is one attached to the internet site for the game, with support sections, server-specific sub-forums where more serious guilds can recruit new members and players of a certain class can discuss the benefits of a certain playing style, or give advice on what skills to combine for maximum efficiency for that style. Many guilds also have their own web sites and forums, where they can discuss in private the tactics for defeating the boss they are currently learning to fight or will meet next, plan when to play together, advertise what items they can create for the benefit of guild members, receive applications from players that wish to become members, and keep track of how many or how valuable items a player has gotten from the dungeons the guild has cleared together – which is a popular way of ensuring that not all the items go to the same player, and that players that are loyal and show up on time for the excursions the guild has planned are rewarded. This is usually done using some variant of a points system. These sites help remove long dialogue from the game itself, and let long discussions take longer, as asynchronous does in general. Spontaneity suffers, but there is plenty of room for that in the game instead.

As in all the excerpts above, the standard is that almost everything is written in lower case letters, especially if one is in a hurry to get a message through quickly. Capitals are reserved for acronyms and emphasis, or when someone wishes to “scream” something. Occasionally someone happens to hit their caps lock-button by mistake and the resulting message can go something along the lines of “DOES ANYONE KNOW WHERE X IS?” and is usually then followed by an apology. In some circles, upper case is used by default, but these players quickly become viewed as immature for not

respecting existing typological practices. The attitude that “CAPS ARE CRUISE CONTROL FOR COOL”, which is rare but occasionally seen nonetheless, is not likely to put anyone in other people's good graces.

The similarity to the language of texting – as in SMS, using cell phones – is evident, with phoneticized spelling, such as “you” becoming “u” and “are” becoming “r”, and capital letters being seemingly optional. The most extreme example of this that appears in the examples included here is 'uve' as a shorter form of 'you've'. Complicated clauses seem to be avoided. Many stock phrases are almost always seen in abbreviated forms: “ty” instead of “thank you”, “yw” instead of “you're welcome” and “np” instead of “no problem”. Farewells usually come in the form of “cya” instead of “see you” or a simple “bye” or sometimes “bb” as short for “bye-bye”.

Interjections, especially abbreviated ones, are pretty common: the “omg”s (Oh my god), “wtf”s (What the fuck) and “lol” (“Laugh out Loud”, though mostly used ironically when the situation is not very amusing) and more of the same can overcrowd the chat window if some event triggers a lot of emotion, generally if something goes wrong, such as a group of enemies killing all the players in a party or an item being looted by someone that does not need it and perhaps cannot even use it other than to sell it for game currency, or an item wanted by all that someone (in accordance with the game mechanics) expresses a greater need for than the others though everyone had the same reason for wanting it, such as a rare riding mount that drops only once in a couple of hundred times from a certain boss and therefore is a quite prestigious thing to show off in-game. (This latter occurrence is often pre-empted through appointing a trusted person as the loot-master that can divide the precious items fairly to those that need them, or if no one really knows one another, by everyone reporting the highest level of need to the game for it.) The emotions can also run high if something goes well, of course. “YES!!!!eleven” and similar expressions (and jocular misuse of exclamation marks) when finally killing a hard boss after several attempts can be expected.

While in combat, players are often in a hurry when communicating. It is evident in that many messages come out with letters in the wrong order or simply missing, and usually without any correction. This probably depends more on the need to get a message through quickly – and with the hope that mistakes do not make it unintelligible – than it is on someone's ability to write, since the same person can be very well composed when not under pressure.

Others, however, does not appear to be as good at English. While not in the quantity that I expected to find from the outset, there are still some of what appears to be the learners' mistakes. Double letters become single in forms that are non-standard to begin with, such as in “gona” instead of “gonna” which in turn is a simplification of “going to”. It is unclear if some of the missing apostrophes from contractions and genitive forms fall into this category, since people who have let it be known that they are English also skip apostrophes in their contractions in general.

The tone of conversation can often feel sarcastic, and people's expectations of the trustworthiness of strangers are generally low, resulting in guardedness about going into business deals, and giving different permissions and restrictions to new guild members than to those that have been around and proven themselves. This is probably due to the regrettably widespread strategy of hacking game accounts and cleansing them of anything valuable, and then selling the game currency to someone else who decided that they would rather spend real money than spend

the time required to gather the in-game items they want, and thereby breaking the End User Licence Agreement and the Terms of Use (Blizzard *Terms of Use* 2010:6.3.5-6.3.7) with all that that entails.

The special vocabulary which has developed in games such as *WoW* is quite extensive, and it spreads between games depending on what similarities there are between the mechanics of two games. In *WoW*, the roles that a character can take, apart from 'Healer' (whose function is pretty self-evident) are some of the more visible ones – 'Tank' standing for the Metal-clad attention-keeper, and the acronym 'DPS' as in 'Damage Per Second' for the more fragile damage-dealing characters. The role-names are also used as verbs; One often sees constructions like 'to tank', 'to DPS', and 'to heal' a dungeon. 'To nuke' something means to kill something as fast as possible, which is not always what the damage-dealers should be doing, only most of the time. The word is most often seen in the form “just nuke it”, meaning that there is nothing special to be on the lookout for and the damage-dealers should just maximize their outgoing damage (provided that they do not happen to take the attention of the enemy from the tank) or possibly that anything special is someone else's task to take care of. 'To roll for something' (which could be a remnant of the role-playing-game genre's roots in using dice to decide how an event goes) means to report a certain need for an item, either 'Need' or 'Greed' depending on whether you plan to use the item or sell it for game currency, or if you perhaps would use it but it is not very important if you get the item or not. 'To roll a [character class]' can also mean to start a new character, but that meaning mostly appears in the trade-channel as an insult about the perceived uselessness of a class or a complaint on the drudgery or difficulty of playing a certain class. 'To resurrect', almost always abbreviated – as 'ress', 'rez' or something else along those lines – means to bring a dead character back to life. 'To buff' means to improve one's own or the group's abilities for a certain time, and 'de-buff', to decrease the abilities of one's opponents. Both these are also used as a noun ('a buff', 'a de-buff') denoting the effect produced.

4.1 Suggestions for further research

The environment that this kind of game offers is not at all thoroughly explored. As noted in the introduction, section 1.4, the area that has attracted the most interest so far is the cooperative aspect of the game and not so much what happens to language in such an environment. The effect that games such as *WoW* have on the actual learning of English is probably also an interesting subject. It would however take a long time to investigate and probably require a very large amount of gathered data, both from in the game and from language use in the ordinary world as well as data being collected over a longer time-span.

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Appendices

Appendix A: Guild Run

11/3 22:10:35.967 Shadwraith has earned the achievement Hellfire Ramparts!
 11/3 22:10:43.116 |Hchannel:Guild|h[Guild]|h Kwaahr: grats
 11/3 22:11:03.644 |Hchannel:Guild|h[Guild]|h Shadwraith: ty K
 11/3 22:14:17.850 Dontmilkme has come online.
 11/3 22:15:07.358 |Hchannel:Guild|h[Guild]|h Dontmilkme: hi all
 11/3 22:15:14.787 |Hchannel:Guild|h[Guild]|h Karala: hi steph
 11/3 22:16:57.110 [1. General] Ghionmus: LFM healer Ramps Heroic
 11/3 22:18:14.604 Karala has gone offline.
 11/3 22:18:43.733 Leonie has come online.
 11/3 22:31:55.509 |Hchannel:Guild|h[Guild]|h Kwaahr: oh, eyegore needs BF too
 11/3 22:32:03.229 |Hchannel:Guild|h[Guild]|h Shadwraith: come on in
 11/3 22:32:08.805 |Hchannel:Guild|h[Guild]|h Erekoze: want to come along?
 11/3 22:32:16.021 |Hchannel:Guild|h[Guild]|h Shadwraith: sorry for not asking mate
 11/3 22:32:34.472 [2. Trade] Oliguy: LF JC
 11/3 22:32:38.227 [2. Trade] Billare: If soulfrost enchanter
 [Character switch: Kwaahr > Eyegore]
 11/3 22:36:04.713 |Hchannel:Party|h[Party]|h Shadwraith: lol
 11/3 22:36:11.072 |Hchannel:Party|h[Party]|h Shadwraith: they blow away
 11/3 22:36:30.728 |Hchannel:Party|h[Party]|h Erekoze: handy if you're into baked beans tho
 11/3 22:36:33.903 |Hchannel:Party|h[Party]|h Leonie: is there another stone?
 11/3 22:36:50.127 |Hchannel:Party|h[Party]|h Aradicus: no im by it
 11/3 22:36:55.055 |Hchannel:Party|h[Party]|h Aradicus: the only 1
 11/3 22:38:26.136 [1. General] Coughcool: LFG Cruel's Intentions
 11/3 22:38:34.012 |Hchannel:Party|h[Party]|h Leonie: k, do you want to see if they share
 11/3 22:38:58.978 |Hchannel:Party|h[Party]|h Eyegore: ok, thanks
 11/3 22:48:22.972 |Hchannel:Party|h[Party]|h Leonie: got all my blood
 11/3 22:50:57.437 |Hchannel:Party|h[Party]|h Erekoze: control
 11/3 22:51:27.329 |Hchannel:Party|h[Party]|h Aradicus: use enough CD's on me Ere :P
 11/3 22:51:41.377 |Hchannel:Party|h[Party]|h Aradicus: no worrys
 11/3 22:51:45.068 |Hchannel:Party|h[Party]|h Erekoze: dont know what got into me
 11/3 22:53:01.193 |Hchannel:Party|h[Party]|h Aradicus: take them?
 11/3 22:53:02.561 |Hchannel:Party|h[Party]|h Leonie: wait for them to go?
 11/3 22:54:04.571 |Hchannel:Party|h[Party]|h Aradicus: thts better
 11/3 22:54:24.763 |Hchannel:Party|h[Party]|h Eyegore: got all the blood i need now
 11/3 23:01:30.702 Nercay has come online.
 11/3 23:01:48.821 |Hchannel:Guild|h[Guild]|h Leonie: evening nerc
 11/3 23:01:55.462 |Hchannel:Guild|h[Guild]|h Nercay: hey there :)
 11/3 23:02:17.247 |Hchannel:Party|h[Party]|h Erekoze: 2 saps
 11/3 23:02:33.237 |Hchannel:Party|h[Party]|h Erekoze: Gil?
 11/3 23:02:55.335 Nercay has gone offline.
 11/3 23:07:05.262 |Hchannel:Party|h[Party]|h Leonie: anyon want leper gnome or bat?
 11/3 23:10:36.699 |Hchannel:Party|h[Party]|h Aradicus: gz
 11/3 23:11:17.966 |Hchannel:Party|h[Party]|h Eyegore: i want that too...
 11/3 23:11:24.310 |Hchannel:Guild|h[Guild]|h Aradicus: Hi Frog
 11/3 23:11:28.858 |Hchannel:Party|h[Party]|h Shadwraith: the button above greed then
 11/3 23:11:32.753 |Hchannel:Party|h[Party]|h Aradicus: gz
 11/3 23:11:33.165 |Hchannel:Party|h[Party]|h Shadwraith: gz
 11/3 23:13:30.620 |Hchannel:Party|h[Party]|h Shadwraith: ty
 11/3 23:14:08.627 |Hchannel:Party|h[Party]|h Aradicus: gz
 11/3 23:14:11.545 |Hchannel:Party|h[Party]|h Leonie: ty
 11/3 23:14:22.080 |Hchannel:Party|h[Party]|h Shadwraith: u can go to northrend
 11/3 23:14:24.350 |Hchannel:Party|h[Party]|h Shadwraith: tell mourn
 11/3 23:14:28.124 |Hchannel:Party|h[Party]|h Leonie: oh joy
 11/3 23:18:15.420 Erekoze has earned the achievement Got My Mind On My Money!

11/3 23:18:19.379 |Hchannel:Guild|h[Guild]|h Bulltank: i go sleep
 11/3 23:18:21.953 |Hchannel:Guild|h[Guild]|h Bulltank: bye all
 11/3 23:18:24.412 |Hchannel:Guild|h[Guild]|h Bulltank: night
 11/3 23:18:26.412 |Hchannel:Guild|h[Guild]|h Leonie: night
 11/3 23:18:29.460 |Hchannel:Party|h[Party]|h Shadwraith: gz
 11/3 23:18:46.948 |Hchannel:Party|h[Party]|h Leonie: gil, you going for this?
 11/3 23:19:04.820 |Hchannel:Party|h[Party]|h Aradicus: huh?
 11/3 23:19:21.857 |Hchannel:Party|h[Party]|h Aradicus: Ironspine Point of the Monkey?
 11/3 23:19:26.513 |Hchannel:Party|h[Party]|h Leonie: yes,
 11/3 23:19:34.179 |Hchannel:Party|h[Party]|h Aradicus: Merciless Gladiator's Slicer Merciless Gladiator's Quickblade :)
 11/3 23:19:37.685 |Hchannel:Party|h[Party]|h Leonie: got more agi and stamina then either o mine
 11/3 23:19:45.434 |Hchannel:Party|h[Party]|h Leonie: i just have to learn it
 11/3 23:20:09.550 Erecese has earned the achievement The Blood Furnace!
 11/3 23:20:09.573 Aradicus has earned the achievement The Blood Furnace!
 11/3 23:20:09.583 Shadwraith has earned the achievement The Blood Furnace!
 11/3 23:20:09.588 Eyegore has earned the achievement The Blood Furnace!
 11/3 23:20:10.690 Leonie has earned the achievement The Blood Furnace!
 11/3 23:20:17.358 |Hchannel:Party|h[Party]|h Shadwraith: boo
 11/3 23:20:21.796 |Hchannel:Guild|h[Guild]|h Sindorai: gratz folks
 11/3 23:20:29.158 |Hchannel:Guild|h[Guild]|h Leonie: thank you
 11/3 23:20:47.609 |Hchannel:Party|h[Party]|h Shadwraith: wave to maggy
 11/3 23:21:03.702 Eyegore waves at Maggy
 11/3 23:21:11.366 |Hchannel:Party|h[Party]|h Leonie: thank you very much al
 11/3 23:21:16.891 |Hchannel:Party|h[Party]|h Aradicus: cya
 11/3 23:21:19.603 Aradicus leaves the party.
 11/3 23:21:23.148 Aradicus has gone offline.
 11/3 23:21:38.084 |Hchannel:Party|h[Party]|h Shadwraith: ty guys, appreciate those two runs
 11/3 23:21:50.225 |Hchannel:Party|h[Party]|h Erecese: always a pleasure
 11/3 23:24:03.218 Erecese has gone offline.
 11/3 23:24:03.501 You are now the group leader.
 11/3 23:24:03.746 Erecese leaves the party.
 11/3 23:30:28.029 |Hchannel:Party|h[Party]|h Leonie: k, do you want ti invite moonglum
 11/3 23:30:40.029 You have invited Moonglum to join your group.
 11/3 23:30:42.289 Moonglum joins the party.
 11/3 23:30:49.202 |Hchannel:Party|h[Party]|h Shadwraith: ty guys and girls
 11/3 23:30:52.262 Shadwraith leaves the party.
 11/3 23:32:43.336 Frogmort has gone offline.
 11/3 23:32:49.263 Dontmilkme has gone offline.
 11/3 23:32:59.040 |Hchannel:Guild|h[Guild]|h Shadwraith: ok goodnight all, see you tmrw
 11/3 23:33:09.443 |Hchannel:Guild|h[Guild]|h Eyegore: night
 11/3 23:33:21.648 Shadwraith has gone offline.

Appendix B: Guild chat

11/6 13:39:15.838 Shadwraith has come online.
 11/6 13:39:45.199 |Hchannel:Guild|h[Guild]|h Kwaahr: oh no, now i'll get more gathers of glowcap...
 11/6 13:39:47.981 |Hchannel:Guild|h[Guild]|h Kwaahr: hi cy
 11/6 13:39:58.962 |Hchannel:Guild|h[Guild]|h Shadwraith: hiya!
 11/6 13:40:10.822 |Hchannel:Guild|h[Guild]|h Shadwraith: im off to get glowcaps :P
 11/6 13:41:04.116 |Hchannel:Guild|h[Guild]|h Shadwraith: hows u mate?
 11/6 13:41:44.833 |Hchannel:Guild|h[Guild]|h Kwaahr: pretty ok, tired
 11/6 13:41:58.967 |Hchannel:Guild|h[Guild]|h Shadwraith: work was it?
 11/6 13:42:09.823 |Hchannel:Guild|h[Guild]|h Kwaahr: school, rather
 11/6 13:42:24.551 |Hchannel:Guild|h[Guild]|h Kwaahr: uni, so irregular schedule
 11/6 13:42:46.668 |Hchannel:Guild|h[Guild]|h Shadwraith: ah right, hows it going there?
 11/6 13:43:03.653 Paladude has come online.
 11/6 13:43:38.507 |Hchannel:Guild|h[Guild]|h Kwaahr: I might pick myself up and get through this course too
 11/6 13:44:23.417 |Hchannel:Guild|h[Guild]|h Shadwraith: lol gd call
 11/6 13:44:52.267 |Hchannel:Guild|h[Guild]|h Kwaahr: how are you, yourself?
 11/6 13:45:37.769 |Hchannel:Guild|h[Guild]|h Shadwraith: fine ty, bit upset im not going to be here next week for release of wotlk
 11/6 13:46:12.784 |Hchannel:Guild|h[Guild]|h Kwaahr: what are you doing instead?
 11/6 13:46:37.802 Sindorai has come online.
 11/6 13:46:58.957 |Hchannel:Guild|h[Guild]|h Shadwraith: i have to go on all sorts of work training things, sometimes running them, hence why i seem to dissapear randomly, its all short notice stuff
 11/6 13:47:09.016 Paladude has earned the achievement Professional Artisan!
 11/6 13:47:13.778 |Hchannel:Guild|h[Guild]|h Shadwraith: gz mate
 11/6 13:47:23.058 |Hchannel:Guild|h[Guild]|h Paladude: thx
 11/6 13:47:30.100 |Hchannel:Guild|h[Guild]|h Sindorai: gz pala.. wht u making now?
 11/6 13:48:02.193 |Hchannel:Guild|h[Guild]|h Paladude: Herb gathering
 11/6 13:48:19.606 |Hchannel:Guild|h[Guild]|h Sindorai: ganja growing... sweet
 11/6 13:48:40.558 |Hchannel:Guild|h[Guild]|h Shadwraith: as i have been levelling shad i have let my inscription on annie slip
 11/6 13:49:05.072 |Hchannel:Guild|h[Guild]|h Kwaahr: sin, have time for those enchants?
 11/6 13:49:12.368 |Hchannel:Guild|h[Guild]|h Paladude: only got 138 in inscripption
 11/6 13:49:12.579 |Hchannel:Guild|h[Guild]|h Sindorai: Enchanting Tailoring if ya want
 11/6 13:49:31.249 |Hchannel:Guild|h[Guild]|h Sindorai: am in shat kwaa
 11/6 13:49:51.035 You have invited Sindorai to join your group.
 11/6 13:49:53.553 Sindorai joins the party.
 11/6 13:49:53.556 Looting changed to Group Loot.
 11/6 13:49:53.560 Loot threshold set to Uncommon.
 11/6 13:50:11.457 |Hchannel:Guild|h[Guild]|h Shadwraith: my inscription is 365, but i havent had time to gather any more herbs
 11/6 13:50:35.903 Sindorai waves at you.
 11/6 13:50:37.718 You have requested to trade with Sindorai.
 11/6 13:51:05.853 |Hchannel:Party|h[Party]|h Kwaahr: think that's the lot...
 11/6 13:51:13.128 Sindorai whispers: cool mount
 11/6 13:51:22.695 |Hchannel:Party|h[Party]|h Kwaahr: def on chest, and agi on cloak
 11/6 13:51:50.714 |Hchannel:Party|h[Party]|h Sindorai: chest first
 11/6 13:51:52.252 You have requested to trade with Sindorai.
 11/6 13:52:00.258 |Hchannel:Guild|h[Guild]|h Shadwraith: actually is anyl a skinner?
 11/6 13:52:23.829 You have requested to trade with Sindorai.
 11/6 13:52:26.889 |Hchannel:Guild|h[Guild]|h Paladude: my rogue is
 11/6 13:52:35.193 |Hchannel:Guild|h[Guild]|h Shadwraith: what lvl?
 11/6 13:52:49.428 |Hchannel:Guild|h[Guild]|h Paladude: 2 sec i shift to him.. Cant remember :-)
 11/6 13:52:51.509 Paladude has gone offline.
 11/6 13:53:05.420 |Hchannel:Party|h[Party]|h Sindorai: sorted
 11/6 13:53:05.535 |Hchannel:Party|h[Party]|h Kwaahr: thanks
 11/6 13:53:14.882 |Hchannel:Party|h[Party]|h Sindorai: no problem
 11/6 13:53:17.236 Unpleasant has come online.
 11/6 13:53:35.513 |Hchannel:Party|h[Party]|h Sindorai: catch u later
 11/6 13:53:36.817 |Hchannel:Guild|h[Guild]|h Unpleasant: 375

11/6 13:53:41.534 |Hchannel:Guild|h[Guild]|h Shadwraith: need Knothide Leather
11/6 13:53:41.612 Sindorai has gone offline.
11/6 13:53:41.786 Your group has been disbanded.
11/6 13:54:10.428 |Hchannel:Guild|h[Guild]|h Unpleasant: i try look in my bank
11/6 13:54:20.517 |Hchannel:Guild|h[Guild]|h Unpleasant: how many?
11/6 13:54:30.728 |Hchannel:Guild|h[Guild]|h Shadwraith: 20 at the most?
11/6 13:54:47.650 |Hchannel:Guild|h[Guild]|h Shadwraith: i will send u some glyphs later
11/6 13:55:51.143 |Hchannel:Guild|h[Guild]|h Unpleasant: Knothide Leather Scraps ?
11/6 13:56:02.447 |Hchannel:Guild|h[Guild]|h Shadwraith: just the normal leather
11/6 13:56:20.059 |Hchannel:Guild|h[Guild]|h Shadwraith: dnt worry if u dont mate, i will AH it
11/6 13:56:22.730 |Hchannel:Guild|h[Guild]|h Unpleasant: Knothide Leather x 7 in bank...
11/6 13:56:31.849 |Hchannel:Guild|h[Guild]|h Unpleasant: i try to find some
11/6 13:56:35.234 |Hchannel:Guild|h[Guild]|h Unpleasant: more
11/6 13:56:43.349 |Hchannel:Guild|h[Guild]|h Shadwraith: brilliant if i cud nab that? hold on i will change to annie hes
in shatt

Appendix C: Trade of Professions

11/6 13:18:47.309 [2. Trade] Holydoll: any1 who can fix a Fel Iron Rod?
 11/6 13:19:08.784 [2. Trade] Nobita: is it broken?
 11/6 13:19:29.361 [2. Trade] Holydoll: lol i mean do onw
 11/6 13:19:37.895 [2. Trade] Holydoll: one*
 11/6 13:19:42.356 [2. Trade] Nobita: i can fix but cant do
 11/6 13:20:04.264 To Holydoll: yes, i can make you one
 11/6 13:20:17.961 Holydoll whispers: do you have mats? (*mats=materials for making it*)
 11/6 13:20:51.198 To Holydoll: yes, they'll cost you 10g (*g=gold coins, the game currency*)
 11/6 13:21:23.859 Holydoll whispers: sure, np
 11/6 13:21:49.969 Holydoll whispers: i have like 16g on me so that would be great
 11/6 13:22:02.556 To Holydoll: meet, or send CoD? (*CoD=Cash-on-Delivery, using the games mail system, and the recipient must send back the money to receive the item(s)*)
 11/6 13:22:42.401 Holydoll whispers: where are u ?
 11/6 13:22:58.796 To Holydoll: shatt(=*Shattrath, a city*), can be in org(=*Orgrimmar, another city*) in a min (*The cities are joined by a one-way portal, going from S to O*)
 11/6 13:23:29.647 Holydoll whispers: oh, im in ogri now, but i can meet u in shattrah aswell
 11/6 13:23:39.898 Holydoll has invited you to join a group.
 11/6 13:23:48.623 To Holydoll: im going to check ah anyway, i'll come there
 11/6 13:23:57.291 Holydoll whispers: nice
 11/6 13:24:15.611 Changed Channel: |Hchannel:-1073767396|h[(null)]|h
 11/6 13:24:15.611 Changed Channel: |Hchannel:-1073767396|h[(null)]|h
 11/6 13:24:16.660 Holydoll whispers: im standing just outside AH
 11/6 13:24:55.123 You have requested to trade with Holydoll.
 11/6 13:25:11.433 Holydoll whispers: thnx dude
 11/6 13:25:17.954 Your group has been disbanded.
 11/6 13:25:22.112 To Holydoll: thanks, and yw

Appendix D: Trade Chat Snapshot

11/9 21:56:55.297 [2. Trade] Imurpally: does anyone have a golden rod i could have if it ok
 11/9 21:57:03.743 [2. Trade] Blooduselfus: I have a big one
 11/9 21:57:18.803 [2. Trade] Blooduselfus: VERY golden
 11/9 21:57:18.817 [2. Trade] Imurpally: really now :P
 11/9 21:57:19.265 [2. Trade] Grump: i don't hink thats helping
 11/9 21:57:50.151 [2. Trade] Imurpally: no seriously i need for enchantin
 11/9 21:58:58.814 [2. Trade] Issuldar: LF TANK FOR DAILY HC (BF) Last spot!
 11/9 21:59:37.326 [2. Trade] Cormickco: bite me
 11/9 22:00:04.230 [2. Trade] Issuldar: If tank for daily hc - last spot!
 11/9 22:00:52.833 [2. Trade] Venomous: <improvius is a new formed guild thats looking for active and experienced players. you need to have 25man raid experiance. we are aiming for 25man raids in WOTLK. we have all our class leaders now. we have 15 level 70s all experianced atm.
 11/9 22:01:08.615 [2. Trade] Highlandbull: LF enchanter
 11/9 22:01:26.886 [2. Trade] Belive: <Nexious> is a new friendly guild recruiting Active and helpfull players, Help making this a Social guild - all classes and levels welcome - We will also raid WotLK when we get more lvl 60+ /whisper me for more info and invite, =)
 11/9 22:01:27.777 [2. Trade] Issuldar: LF Tank for daily HC - BF!
 11/9 22:03:07.270 [2. Trade] Gregos: what is the starting lvl for rfc ??
 11/9 22:03:11.223 [2. Trade] Macabreunit: 10?
 11/9 22:03:11.225 [2. Trade] Luyt: 13
 11/9 22:03:24.804 [2. Trade] Daemorth: you can enter at 8 but aint useful till 12
 11/9 22:03:25.564 [2. Trade] Oliguy: you can enter at lvl 8
 11/9 22:03:28.376 [2. Trade] Luyt: Well, at 13 it appears in your LFG
 11/9 22:03:32.637 [2. Trade] Sheul: Can the GM of the Guild "Kiss My Axe" plz stop "Keff" from begging
 11/9 22:03:37.500 [2. Trade] Gregos: any one wanna boost me :P ?? im sick of questing ...
 11/9 22:03:45.299 [2. Trade] Cormickco: thats baloe!

Appendix E: Pick-up group

11/5 15:45:17.435 Sidewinter whispers: wanna come tank hc crpyts? its daily
 11/5 15:45:24.665 [4. LookingForGroup] Sidewinter: need tank for daily heroic
 11/5 15:45:26.934 To Sidewinter: ok
 11/5 15:45:33.829 Sidewinter has invited you to join a group.
 11/5 15:45:36.385 Left Channel: |Hchannel:-1073769156|h[(null)]|h
 11/5 15:45:36.677 Looting changed to Group Loot.
 11/5 15:45:36.682 Loot threshold set to Uncommon.
 11/5 15:45:43.624 |Hchannel:Party|h[Party]|h Sidewinter: hi
 11/5 15:45:44.817 |Hchannel:Party|h[Party]|h Droox: hi
 11/5 15:45:47.746 |Hchannel:Party|h[Party]|h Depret: hi
 11/5 15:45:50.987 |Hchannel:Party|h[Party]|h Kwaahr: hello
 11/5 15:45:58.446 |Hchannel:Party|h[Party]|h Sidewinter: are you ready to summon?
 11/5 15:46:11.600 |Hchannel:Party|h[Party]|h Sidewinter: here it goes
 11/5 15:46:15.576 Changed Channel: |Hchannel:-1073769156|h[(null)]|h
 11/5 15:46:15.583 Left Channel: |Hchannel:-1073769156|h[(null)]|h
 11/5 15:46:15.590 Changed Channel: |Hchannel:-1073769156|h[(null)]|h
 11/5 15:47:10.002 Dungeon Difficulty set to Heroic.
 11/5 15:47:25.329 |Hchannel:Party|h[Party]|h Sidewinter: which one is crpyts
 11/5 15:47:42.361 |Hchannel:Party|h[Party]|h Droox: mabye this
 11/5 15:47:51.730 |Hchannel:Party|h[Party]|h Sidewinter: never remember these :D
 11/5 15:47:52.143 |Hchannel:Party|h[Party]|h Droox: ye
 11/5 15:48:10.276 |Hchannel:Party|h[Party]|h Sadron: Is this the daily btw ?
 11/5 15:48:12.928 |Hchannel:Party|h[Party]|h Droox: ohh drood u got Wild Quillvine
 11/5 15:48:19.793 Changed Channel: |Hchannel:-1073767396|h[(null)]|h
 11/5 15:48:19.794 Changed Channel: |Hchannel:-1073767396|h[(null)]|h
 11/5 15:48:26.333 You are now the group leader.
 11/5 15:48:38.164 You receive item: Conjured Mana Biscuitx20.
 11/5 15:48:47.984 |Hchannel:Party|h[Party]|h Droox: u got Wild Quillvine ?
 11/5 15:48:51.065 |Hchannel:Party|h[Party]|h Droox: good
 11/5 15:49:00.234 |Hchannel:Party|h[Party]|h Sidewinter: whats that?
 11/5 15:49:08.122 |Hchannel:Party|h[Party]|h Droox: to buff
 11/5 15:49:12.493 |Hchannel:Party|h[Party]|h Sidewinter: oh
 11/5 15:49:23.911 |Hchannel:Party|h[Party]|h Sadron: Is this the daily ?
 11/5 15:49:27.534 |Hchannel:Party|h[Party]|h Sidewinter: ye
 11/5 15:49:31.846 |Hchannel:Party|h[Party]|h Sadron: Share plox
 11/5 15:49:33.725 |Hchannel:Party|h[Party]|h Sadron: Thanks
 11/5 15:49:35.102 |Hchannel:Party|h[Party]|h Depret: ty
 11/5 15:49:35.373 |Hchannel:Party|h[Party]|h Kwaahr: which ones are the MCers again?
 11/5 15:49:49.556 |Hchannel:Party|h[Party]|h Sidewinter: dunno rly
 11/5 15:49:57.661 |Hchannel:Party|h[Party]|h Sidewinter: Vindicators?
 11/5 15:50:01.657 |Hchannel:Party|h[Party]|h Kwaahr: or do they appear when pull..?
 11/5 15:50:04.733 |Hchannel:Party|h[Party]|h Sadron: Possesers
 11/5 15:50:14.669 |Hchannel:Party|h[Party]|h Sadron: And yes they appear when you pull
 11/5 15:50:33.890 |Hchannel:Party|h[Party]|h Droox: go
 11/5 15:50:34.226 |Hchannel:Party|h[Party]|h Kwaahr: ok, they go down first, then
 11/5 15:50:41.646 |Hchannel:Party|h[Party]|h Kwaahr: square=trap
 11/5 15:50:55.067 |Hchannel:Party|h[Party]|h Sidewinter: gogo
 11/5 15:51:11.655 |Hchannel:Party|h[Party]|h Depret: what whor sheep?
 11/5 15:51:24.648 |Hchannel:Party|h[Party]|h Sadron: Pro >.<
 11/5 15:51:26.338 |Hchannel:Party|h[Party]|h Depret: ruyn out
 11/5 15:51:30.769 |Hchannel:Party|h[Party]|h Depret: outout
 11/5 15:51:35.829 |Hchannel:Party|h[Party]|h Droox: OUT !
 11/5 15:51:47.313 |Hchannel:Party|h[Party]|h Sidewinter: not rly good start :D
 11/5 15:52:02.487 |Hchannel:Party|h[Party]|h Droox: omg i killed tank :P
 11/5 15:52:28.350 |Hchannel:Party|h[Party]|h Droox: comme in
 11/5 15:53:19.777 |Hchannel:Party|h[Party]|h Sidewinter: so we need to kill possesser asap
 11/5 15:53:28.513 |Hchannel:Party|h[Party]|h Sidewinter: or that happens :D
 11/5 15:53:56.283 |Hchannel:Party|h[Party]|h Depret: soz

11/5 15:54:39.510 |Hchannel:Party|h[Party]]h Depret: what mark is for sheep?
 11/5 15:54:45.007 |Hchannel:Party|h[Party]]h Kwaahr: moon
 11/5 15:54:47.813 |Hchannel:Party|h[Party]]h Depret: okay
 11/5 15:55:28.312 |Hchannel:Party|h[Party]]h Sidewinter: love droods heals <3
 11/5 15:56:54.673 |Hchannel:Party|h[Party]]h Droox: hold agro plz
 11/5 15:59:02.348 |Hchannel:Party|h[Party]]h Droox: AGRO!
 11/5 16:01:56.028 |Hchannel:Party|h[Party]]h Sidewinter: hell no
 11/5 16:02:03.890 |Hchannel:Party|h[Party]]h Droox: OMG
 11/5 16:02:23.773 Depret has died.
 11/5 16:02:32.806 |Hchannel:Party|h[Party]]h Depret: hah :D
 11/5 16:02:42.365 |Hchannel:Party|h[Party]]h Depret: sorry, i think i agroed those 3 :(
 11/5 16:03:03.463 |Hchannel:Party|h[Party]]h Sidewinter: that was close
 11/5 16:03:10.181 |Hchannel:Party|h[Party]]h Depret: ty
 11/5 16:04:23.334 |Hchannel:Party|h[Party]]h Depret: soz
 11/5 16:06:10.806 |Hchannel:Party|h[Party]]h Sadron: Any herbalist ?
 11/5 16:06:15.205 |Hchannel:Party|h[Party]]h Sidewinter: nah
 11/5 16:11:36.560 |Hchannel:Party|h[Party]]h Droox: nice rol 100
 11/5 16:11:53.764 |Hchannel:Party|h[Party]]h Sidewinter: can anyone open?
 11/5 16:12:01.553 |Hchannel:Party|h[Party]]h Sidewinter: that chest
 11/5 16:12:03.566 |Hchannel:Party|h[Party]]h Droox: if we have rogue or bs ?
 11/5 16:12:41.147 |Hchannel:Party|h[Party]]h Droox: go
 11/5 16:13:54.868 |Hchannel:Party|h[Party]]h Kwaahr: 10 sec left
 11/5 16:14:04.601 |Hchannel:Party|h[Party]]h Sidewinter: omgs
 11/5 16:14:18.253 |Hchannel:Party|h[Party]]h Sidewinter: can't do anything
 11/5 16:14:43.181 |Hchannel:Party|h[Party]]h Sidewinter: soz, didn't saw that posser
 11/5 16:14:43.182 Changed Channel: |Hchannel:-1073767396|h[(null)]h
 11/5 16:14:43.182 Changed Channel: |Hchannel:-1073767396|h[(null)]h
 11/5 16:15:47.259 |Hchannel:Party|h[Party]]h Kwaahr: you get locked in place when they start channeling, too cant reach to interrupt
 11/5 16:15:55.786 Changed Channel: |Hchannel:-1073767396|h[(null)]h
 11/5 16:15:55.787 Changed Channel: |Hchannel:-1073767396|h[(null)]h
 11/5 16:17:45.650 |Hchannel:Party|h[Party]]h Sidewinter: new try
 11/5 16:20:13.221 Depret has died.
 11/5 16:20:14.146 |Hchannel:Party|h[Party]]h Droox: LOL
 11/5 16:20:15.832 |Hchannel:Party|h[Party]]h Sidewinter: lol :D
 11/5 16:20:18.481 |Hchannel:Party|h[Party]]h Droox: we cant rezz
 11/5 16:20:23.026 |Hchannel:Party|h[Party]]h Depret: XD
 11/5 16:20:27.089 |Hchannel:Party|h[Party]]h Droox: u shall run when he do it
 11/5 16:20:27.153 |Hchannel:Party|h[Party]]h Sidewinter: sad :D
 11/5 16:20:38.403 |Hchannel:Party|h[Party]]h Droox: lets take this
 11/5 16:20:44.797 |Hchannel:Party|h[Party]]h Kwaahr: do they freeze?
 11/5 16:20:48.817 |Hchannel:Party|h[Party]]h Sidewinter: i'll trap
 11/5 16:20:53.679 |Hchannel:Party|h[Party]]h Depret: y xD
 11/5 16:21:10.447 |Hchannel:Party|h[Party]]h Sidewinter: resist
 11/5 16:21:28.133 |Hchannel:Party|h[Party]]h Sidewinter: new trap
 11/5 16:21:29.448 |Hchannel:Party|h[Party]]h Sidewinter: don't root
 11/5 16:21:34.984 |Hchannel:Party|h[Party]]h Droox: k
 11/5 16:23:08.255 |Hchannel:Party|h[Party]]h Sidewinter: c'mon dep
 11/5 16:23:45.136 |Hchannel:Party|h[Party]]h Kwaahr: ready?
 11/5 16:23:49.650 |Hchannel:Party|h[Party]]h Droox: lol
 11/5 16:23:54.430 |Hchannel:Party|h[Party]]h Depret: yeah
 11/5 16:24:03.320 |Hchannel:Party|h[Party]]h Droox: lol
 11/5 16:24:28.606 |Hchannel:Party|h[Party]]h Sadron: Run away
 11/5 16:25:04.792 |Hchannel:Party|h[Party]]h Sidewinter: easy
 11/5 16:25:11.846 |Hchannel:Party|h[Party]]h Sidewinter: any de?
 11/5 16:25:28.756 |Hchannel:Party|h[Party]]h Droox: me
 11/5 16:25:28.871 |Hchannel:Party|h[Party]]h Sidewinter: Dep can you de?
 11/5 16:25:36.860 |Hchannel:Party|h[Party]]h Droox: {{Wz{{uw{{sc{{KyKG?<<p_St?pT<u{{_{{@<<<<<<d=<<<<<|
 hEnchanting
 11/5 16:25:40.193 |Hchannel:Party|h[Party]]h Depret: enchanting 252

11/5 16:25:43.978 |Hchannel:Party|h[Party]|h Sidewinter: de then
 11/5 16:25:46.043 |Hchannel:Party|h[Party]|h Droox: im 375
 11/5 16:25:57.312 |Hchannel:Party|h[Party]|h Droox: good we de at end
 11/5 16:26:02.853 |Hchannel:Party|h[Party]|h Sidewinter: kk
 11/5 16:26:42.064 |Hchannel:Party|h[Party]|h Sidewinter: they can't be trapped
 11/5 16:27:52.583 |Hchannel:Party|h[Party]|h Sidewinter: can't trap or sheep :/
 11/5 16:28:04.467 |Hchannel:Party|h[Party]|h Droox: just NUKE
 11/5 16:28:09.830 |Hchannel:Party|h[Party]|h Sidewinter: good plan
 11/5 16:28:15.606 |Hchannel:Party|h[Party]|h Sidewinter: i like that
 11/5 16:28:23.186 |Hchannel:Party|h[Party]|h Kwaahr: let me get in a sw on them first
 11/5 16:28:23.751 |Hchannel:Party|h[Party]|h Droox: gogo
 11/5 16:29:27.684 |Hchannel:Party|h[Party]|h Sidewinter: great
 11/5 16:29:59.339 |Hchannel:Party|h[Party]|h Sidewinter: lets do that again!
 11/5 16:31:38.713 |Hchannel:Party|h[Party]|h Kwaahr: oh, I'd forgotten vigilance... on who shall i put it
 11/5 16:31:49.755 |Hchannel:Party|h[Party]|h Sidewinter: what's that?
 11/5 16:31:59.718 |Hchannel:Party|h[Party]|h Droox: ?
 11/5 16:32:06.457 |Hchannel:Party|h[Party]|h Sidewinter: Vigilance
 11/5 16:32:09.825 |Hchannel:Party|h[Party]|h Depret: talent
 11/5 16:32:11.311 |Hchannel:Party|h[Party]|h Kwaahr: Vigilance
 11/5 16:32:30.817 |Hchannel:Party|h[Party]|h Sidewinter: gief for me or dep
 11/5 16:32:46.208 |Hchannel:Party|h[Party]|h Depret: ty
 11/5 16:35:15.315 |Hchannel:Party|h[Party]|h Sidewinter: aoe in here Dep
 11/5 16:35:18.106 |Hchannel:Party|h[Party]|h Droox: love this part :P
 11/5 16:35:29.372 |Hchannel:Party|h[Party]|h Depret: will do
 11/5 16:38:06.598 |Hchannel:Party|h[Party]|h Droox: pull the rest :P
 11/5 16:39:09.824 |Hchannel:Party|h[Party]|h Droox: pull the rest now
 11/5 16:39:10.621 |Hchannel:Party|h[Party]|h Sidewinter: is this last boss?
 11/5 16:39:18.144 |Hchannel:Party|h[Party]|h Sadron: Yes
 11/5 16:39:28.343 |Hchannel:Party|h[Party]|h Sidewinter: :o
 11/5 16:39:33.955 |Hchannel:Party|h[Party]|h Sidewinter: short dungeon
 11/5 16:40:39.110 |Hchannel:Party|h[Party]|h Droox: WHO ON ADDS
 11/5 16:40:43.901 |Hchannel:Party|h[Party]|h Droox: hunter or mage
 11/5 16:40:52.899 |Hchannel:Party|h[Party]|h Depret: i can
 11/5 16:40:53.074 |Hchannel:Party|h[Party]|h Sidewinter: are they hard?
 11/5 16:40:58.671 |Hchannel:Party|h[Party]|h Droox: mage is on
 11/5 16:41:02.310 |Hchannel:Party|h[Party]|h Sidewinter: k
 11/5 16:41:04.900 |Hchannel:Party|h[Party]|h Sidewinter: works for me :D
 11/5 16:41:39.316 |Hchannel:Party|h[Party]|h Sidewinter: oh this is that boss
 11/5 16:41:41.433 |Hchannel:Party|h[Party]|h Sidewinter: now I remember
 11/5 16:41:46.201 |Hchannel:Party|h[Party]|h Sidewinter: he does clones of us
 11/5 16:42:17.865 Kwaahr has earned the achievement Heroic: Auchenai Crypts!
 11/5 16:42:18.186 Sadron has earned the achievement Heroic: Auchenai Crypts!
 11/5 16:42:18.194 Depret has earned the achievement Auchenai Crypts!
 11/5 16:42:18.200 Depret has earned the achievement Heroic: Auchenai Crypts!
 11/5 16:42:18.206 Sidewinter has earned the achievement Auchenai Crypts!
 11/5 16:42:18.216 Sidewinter has earned the achievement Heroic: Auchenai Crypts!
 11/5 16:42:26.931 |Hchannel:Guild|h[Guild]|h Paladude: gz m8
 11/5 16:42:46.876 |Hchannel:Guild|h[Guild]|h Kwaahr: thanks
 11/5 16:42:46.949 |Hchannel:Party|h[Party]|h Droox: not my back :(
 11/5 16:42:47.172 |Hchannel:Party|h[Party]|h Sidewinter: why all this CRAP
 11/5 16:42:51.746 |Hchannel:Party|h[Party]|h Sidewinter: why not never hunter stuff
 11/5 16:43:23.874 |Hchannel:Party|h[Party]|h Sadron: Wait
 11/5 16:43:24.712 |Hchannel:Party|h[Party]|h Droox: now de
 11/5 16:43:29.840 |Hchannel:Party|h[Party]|h Sadron: Can you help me with a quest here ?
 11/5 16:43:38.805 |Hchannel:Party|h[Party]|h Sadron: Wont take long
 11/5 16:43:42.965 |Hchannel:Party|h[Party]|h Depret: can you share it? :p
 11/5 16:43:43.638 |Hchannel:Party|h[Party]|h Sidewinter: sure
 11/5 16:43:45.600 |Hchannel:Party|h[Party]|h Sidewinter: de first
 11/5 16:43:49.077 Droox receives loot: Large Prismatic Shard.
 11/5 16:43:59.267 |Hchannel:Party|h[Party]|h Sadron: Naah, cant share. Its a chain

11/5 16:44:02.356 Droox receives loot: Void Crystal.
 11/5 16:44:02.763 |Hchannel:Party|h[Party]|h Depret: okay
 11/5 16:44:17.652 Droox receives loot: Large Prismatic Shard.
 11/5 16:44:28.489 Droox receives loot: Large Prismatic Shard.
 11/5 16:44:38.699 [Raid Warning] Droox: 3 highest roll get 1x Large Prismatic Shard
 11/5 16:44:43.574 Depret rolls 64 (1-100)
 11/5 16:44:44.817 Droox rolls 89 (1-100)
 11/5 16:44:45.536 Sidewinter rolls 37 (1-100)
 11/5 16:44:47.723 Kwaahr rolls 34 (1-100)
 11/5 16:44:49.518 Sadron rolls 77 (1-100)
 11/5 16:44:59.716 |Hchannel:Party|h[Party]|h Sadron: Ty
 11/5 16:45:08.496 |Hchannel:Party|h[Party]|h Depret: ty
 11/5 16:45:13.330 [Raid Warning] Droox: highest roll get 1x Void Crystal
 11/5 16:45:16.276 Depret rolls 55 (1-100)
 11/5 16:45:17.026 Sidewinter rolls 54 (1-100)
 11/5 16:45:18.071 Droox rolls 21 (1-100)
 11/5 16:45:18.978 Sadron rolls 54 (1-100)
 11/5 16:45:20.162 Kwaahr rolls 83 (1-100)
 11/5 16:45:29.157 You receive item: Void Crystal.
 11/5 16:45:34.508 |Hchannel:Party|h[Party]|h Sidewinter: now that quest
 11/5 16:45:36.296 |Hchannel:Party|h[Party]|h Sadron: Can you help now then ?
 11/5 16:45:38.340 |Hchannel:Party|h[Party]|h Kwaahr: thanks
 11/5 16:45:39.768 |Hchannel:Party|h[Party]|h Sadron: Okay
 11/5 16:45:40.025 |Hchannel:Party|h[Party]|h Depret: y
 11/5 16:45:41.093 |Hchannel:Party|h[Party]|h Droox: wit
 11/5 16:45:49.679 Sadron receives loot: Soul Mirror.
 11/5 16:46:00.431 |Hchannel:Party|h[Party]|h Kwaahr: oh, that one
 11/5 16:46:07.628 |Hchannel:Party|h[Party]|h Kwaahr: but that's in nagrاند
 11/5 16:46:08.777 |Hchannel:Party|h[Party]|h Droox: do it :P
 11/5 16:46:13.184 |Hchannel:Party|h[Party]|h Sadron: Yea 2 sec
 11/5 16:46:55.695 |Hchannel:Party|h[Party]|h Sadron: Never mind
 11/5 16:46:57.773 |Hchannel:Party|h[Party]|h Sidewinter: :D
 11/5 16:47:00.676 |Hchannel:Party|h[Party]|h Sadron: Cba atm
 11/5 16:47:01.932 |Hchannel:Party|h[Party]|h Sidewinter: cya then
 11/5 16:47:09.911 |Hchannel:Party|h[Party]|h Sidewinter: and thx
 11/5 16:47:10.273 |Hchannel:Party|h[Party]|h Sadron: Can we get portal ?
 11/5 16:47:16.220 |Hchannel:Party|h[Party]|h Depret: ye
 11/5 16:47:19.862 |Hchannel:Party|h[Party]|h Depret: thanks everyone
 11/5 16:47:30.370 |Hchannel:Party|h[Party]|h Sadron: Ty
 11/5 16:47:32.679 |Hchannel:Party|h[Party]|h Kwaahr: thanks
 11/5 16:47:57.418 |Hchannel:Party|h[Party]|h Sidewinter: cya
 11/5 16:47:57.453 |Hchannel:Party|h[Party]|h Sadron: Cya
 11/5 16:47:58.060 Sadron leaves the party.
 11/5 16:47:58.113 Sidewinter leaves the party.
 11/5 16:48:04.121 |Hchannel:Party|h[Party]|h Kwaahr: bye
 11/5 16:48:06.904 You leave the group.

Appendix F: The Dissolution of a Raid Group

11/11 15:08:55.912 |Hchannel:Guild|h[Guild]|h Bulltank: pope want to come ZG ?
 11/11 15:09:16.456 [4. LookingForGroup] Bulltank: LFM ZG
 11/11 15:09:36.239 [4. LookingForGroup] Bulltank: LFM raid ZG
 11/11 15:09:36.242 |Hchannel:raid|h[Raid Leader]|h Hectar: if its just one boss we wont need any more
 11/11 15:09:40.712 |Hchannel:Guild|h[Guild]|h Wildmage: What is ZG now? :-)
 11/11 15:09:41.541 [2. Trade] Grolan: wts 29 Large Prismatic Shard 10g each
 11/11 15:09:50.606 |Hchannel:Guild|h[Guild]|h Shadowpaladi: zul gurrub
 11/11 15:09:58.589 [4. LookingForGroup] Meddikk: Healer LF outland instance gorup
 11/11 15:09:59.316 [2. Trade] TÃ¼na: LF Port TB to shatt
 11/11 15:10:05.299 [2. Trade] LÃ©: WTS 14 Large Prismatic Shard 9 g each
 11/11 15:10:08.868 [4. LookingForGroup] Venema: lfg brd
 11/11 15:10:21.318 |Hchannel:Guild|h[Guild]|h Wildmage: sure
 11/11 15:10:27.558 [4. LookingForGroup] Stresskip: If healer hc durn
 11/11 15:10:29.220 Wildmage has joined the raid group.
 11/11 15:10:36.759 |Hchannel:Party|h[Party]|h Wildmage: jello
 11/11 15:10:40.170 |Hchannel:raid|h[Raid]|h Patricker: im tank
 11/11 15:10:53.448 |Hchannel:raid|h[Raid]|h Bulltank: help for looking more
 11/11 15:10:55.366 |Hchannel:raid|h[Raid Leader]|h Hectar: im gona re roll tank wen i get to lvl 65
 11/11 15:10:59.945 |Hchannel:raid|h[Raid]|h Bulltank: i also go for summon
 11/11 15:11:18.171 Wildmage whispers: hi m8.. do u know him "patricker"?
 11/11 15:11:30.651 [4. LookingForGroup] OstebÃ¶l: LF tank and 2x ramdom for Sethekk halls
 11/11 15:11:35.408 To Wildmage: yes, he's the guy that ruined kara the other day
 11/11 15:11:50.499 Wildmage whispers: hehe good u havent forgot him... :-)
 11/11 15:12:27.333 [4. LookingForGroup] Stresskip: If healer hc durn
 11/11 15:12:28.784 |Hchannel:raid|h[Raid]|h Bulltank: we need more people
 11/11 15:12:36.574 |Hchannel:raid|h[Raid Leader]|h Hectar: how many bosses we killing
 11/11 15:12:44.644 [4. LookingForGroup] Cythor: LF1M Healer Ring of Blood
 11/11 15:12:53.798 |Hchannel:raid|h[Raid]|h Bulltank: i dont know really i think 2 :)
 11/11 15:12:55.699 |Hchannel:raid|h[Raid Leader]|h Hectar: cause u just told me 1
 11/11 15:13:08.291 |Hchannel:raid|h[Raid Leader]|h Hectar: if its not full raid we wont need any more
 11/11 15:13:09.055 |Hchannel:raid|h[Raid]|h Bulltank: i did ZG yesterday :)
 11/11 15:13:21.755 |Hchannel:raid|h[Raid]|h Bulltank: last boss is to strong for us
 11/11 15:13:27.524 |Hchannel:raid|h[Raid]|h Polleapoika: so funny
 11/11 15:13:28.270 |Hchannel:raid|h[Raid Leader]|h Hectar: what hakkar
 11/11 15:13:34.326 |Hchannel:raid|h[Raid]|h Polleapoika: my first time in raid :D
 11/11 15:13:39.379 |Hchannel:raid|h[Raid]|h Bulltank: we didnt killed him with 15 ppl
 11/11 15:13:51.891 Kmandenendk has joined the raid group.
 11/11 15:13:59.647 |Hchannel:raid|h[Raid]|h Kmandenendk: can i get summ of a warlock?
 11/11 15:14:19.754 |Hchannel:raid|h[Raid]|h Patricker: healer ?
 11/11 15:14:23.399 [4. LookingForGroup] OstebÃ¶l: LFM sethekk halls
 11/11 15:14:32.566 [4. LookingForGroup] Lastsee: LF TWO TANKS KARA
 11/11 15:14:52.214 [4. LookingForGroup] Beyondtotems: LF2M tank and dps for SFK
 11/11 15:15:01.249 [4. LookingForGroup] Bulltank: LFM raid ZG
 11/11 15:15:16.413 [4. LookingForGroup] Cythor: LF1M Healer Ring of Blood
 11/11 15:15:29.530 |Hchannel:raid|h[Raid Leader]|h Hectar: got Shaarde the Greater today
 11/11 15:15:30.429 [4. LookingForGroup] OstebÃ¶l: lfm for sethekk halls...
 11/11 15:15:31.469 [4. LookingForGroup] Lastsee: LF TWO TANKS KARA
 11/11 15:15:41.806 |Hchannel:raid|h[Raid]|h Kmandenendk: where?
 11/11 15:15:42.882 |Hchannel:raid|h[Raid]|h Bulltank: nice 1
 11/11 15:15:49.771 [4. LookingForGroup] Stresskip: If healer hc durn
 11/11 15:15:55.993 |Hchannel:raid|h[Raid Leader]|h Hectar: i actualy got a load group let me have most of drops lol
 11/11 15:16:17.768 [4. LookingForGroup] Cowlickmoo: DPS LF Heroics and raids level 70 ofc
 11/11 15:16:23.263 |Hchannel:raid|h[Raid Leader]|h Hectar: got Shaarde the Lesser Bands of Syth Shield of the Void
 as well
 11/11 15:16:41.112 [4. LookingForGroup] Ayakashi: LFG ZF
 11/11 15:16:46.043 [4. LookingForGroup] Sindaron: LFM ZA
 11/11 15:16:53.440 [4. LookingForGroup] OstebÃ¶l: If tank and dps for sethekk halls
 11/11 15:16:59.031 [4. LookingForGroup] Lastsee: LF TWO TANKS KARA last two spots

11/11 15:17:27.295 |Hchannel:raid|h[Raid]|h Patricker: Dawnforged Defender Quickening Blade of the Prince
 11/11 15:17:29.702 [4. LookingForGroup] Bulltank: LFM raid ZG
 11/11 15:17:35.774 |Hchannel:raid|h[Raid Leader]|h Hectar: lol
 11/11 15:17:47.002 [4. LookingForGroup] Stresskip: If healer hc durn
 11/11 15:17:48.353 |Hchannel:raid|h[Raid]|h Kmandenendk: Ceremonial Warmaul Blood-blade Scimitar of the Nexus-Stalkers Sethekk Feather-Darts D
 11/11 15:17:52.421 [4. LookingForGroup] OstebeÅ¥l: LF tank sethekk halls... last spot
 11/11 15:18:13.101 [4. LookingForGroup] Bexx: Need healer for normal Mech last spot
 11/11 15:18:27.028 [4. LookingForGroup] Beyondtotems: LF2M tank and dps
 11/11 15:18:32.052 [4. LookingForGroup] Beyondtotems: For SFK
 11/11 15:18:44.190 [4. LookingForGroup] Sindaron: LFM ZA!!!
 11/11 15:18:46.616 [4. LookingForGroup] Sindaron: LFM ZA!!!
 11/11 15:19:08.206 [4. LookingForGroup] Lastsee: LF TWO TANKS KARA last two spots
 11/11 15:19:10.678 [4. LookingForGroup] Bulltank: LFM raid ZG
 11/11 15:19:37.680 [4. LookingForGroup] Vesaina: looking for a dps and tank for sfk!
 11/11 15:20:04.604 Bulltank whispers: got quests ?
 11/11 15:20:15.095 To Bulltank: yes, some
 11/11 15:20:37.175 Bulltank whispers: link me plz then i will look if i dont forgot some!
 11/11 15:20:40.638 [4. LookingForGroup] Lastsee: LF TWO TANKS KARA last two spots
 11/11 15:20:51.018 To Bulltank: A Collection of Heads Paragons of Power: The Vindicator's Armguards Paragons of Power: The Vindicator's Belt
 11/11 15:20:54.991 |Hchannel:raid|h[Raid]|h Kwaahr: Paragons of Power: The Vindicator's Breastplate
 11/11 15:21:09.433 |Hchannel:raid|h[Raid]|h Kwaahr: oops, we
 11/11 15:21:11.225 [4. LookingForGroup] OstebeÅ¥l: LF tank for Sethekk halls.. last spot
 11/11 15:21:18.237 Bulltank whispers: ok got them all
 11/11 15:21:26.908 To Bulltank: got any more?
 11/11 15:21:30.361 Bulltank whispers: nope
 11/11 15:21:35.178 [4. LookingForGroup] Sindaron: LF 1 M tank and healer and 2 dps for ZA
 11/11 15:21:53.724 [4. LookingForGroup] Beyondtotems: LF2M tank and dps for SFK
 11/11 15:22:37.028 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT
 11/11 15:22:46.624 [4. LookingForGroup] Sindaron: LF Warrior tank 1 more healer (prefered priest) and 2 dps for ZA!
 11/11 15:22:49.222 [4. LookingForGroup] Sindaron: LF Warrior tank 1 more healer (prefered priest) and 2 dps for ZA!
 11/11 15:23:06.048 [4. LookingForGroup] Bulltank: LFM raid ZG we can summon you now :)
 11/11 15:23:06.101 [4. LookingForGroup] OstebeÅ¥l: LF tank for stehekk halls... last spot...
 11/11 15:23:26.295 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT
 11/11 15:24:06.963 |Hchannel:Guild|h[Guild]|h Wildmage: brb
 11/11 15:24:16.155 [4. LookingForGroup] Venema: If healer brd
 11/11 15:24:16.438 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT
 11/11 15:24:18.398 |Hchannel:Guild|h[Guild]|h Bulltank: ok
 11/11 15:24:28.346 [4. LookingForGroup] Sindaron: LF Warrior tank 1 more healer (prefered priest) and 2 dps for ZA!
 11/11 15:24:54.453 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go
 11/11 15:25:37.325 |Hchannel:raid|h[Raid]|h Kmandenendk: who summ?
 11/11 15:25:47.141 Bulltank whispers: you must summon your group
 11/11 15:26:04.603 |Hchannel:raid|h[Raid Leader]|h Hectar: frost whryms are attacing og lol
 11/11 15:26:16.236 |Hchannel:raid|h[Raid]|h Bulltank: ye ? :O
 11/11 15:26:22.312 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go
 11/11 15:26:44.074 [4. LookingForGroup] Blooddymage: LF healer BRD
 11/11 15:26:44.207 |Hchannel:raid|h[Raid Leader]|h Hectar: all the horde leaders were there
 11/11 15:26:46.456 [4. LookingForGroup] Bulltank: LFM ZG !!! last spot
 11/11 15:27:00.227 |Hchannel:raid|h[Raid Leader]|h Hectar: was fun
 11/11 15:27:23.329 [4. LookingForGroup] OstebeÅ¥l: LF tank sethekk halls.....last spot
 11/11 15:27:24.769 |Hchannel:raid|h[Raid]|h Bulltank: i think we cant kill HAKKAR
 11/11 15:27:31.921 |Hchannel:raid|h[Raid Leader]|h Hectar: lol i think we can
 11/11 15:27:37.174 |Hchannel:raid|h[Raid Leader]|h Hectar: and we might as well try
 11/11 15:27:41.354 |Hchannel:raid|h[Raid]|h Bulltank: i dont think so ^^
 11/11 15:27:45.452 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go... lets go lets go
 11/11 15:27:46.075 |Hchannel:raid|h[Raid]|h Polleapoika: i am so exiting cause this is my first Raid ever :D

11/11 15:27:47.448 |Hchannel:raid|h[Raid]|h Patricker: summe
 11/11 15:28:04.153 |Hchannel:Guild|h[Guild]|h Wildmage: K, can u invite me again in 10 sec... Just need to reboot the game..
 11/11 15:28:12.851 |Hchannel:raid|h[Raid]|h Kmandenendk: :)
 11/11 15:28:15.613 |Hchannel:Guild|h[Guild]|h Bulltank: ok i will do
 11/11 15:28:20.293 |Hchannel:Guild|h[Guild]|h Wildmage: cool brb
 11/11 15:28:24.973 |Hchannel:Guild|h[Guild]|h Kwaahr: I'm not leader, tell in /raid
 11/11 15:28:25.062 |Hchannel:Guild|h[Guild]|h Bulltank: ok
 11/11 15:28:25.659 [4. LookingForGroup] Sindaron: LF Warrior tank 1 more healer (prefered priest) and 1 warlock for ZA!
 11/11 15:28:29.486 Wildmage has gone offline.
 11/11 15:28:31.043 |Hchannel:raid|h[Raid]|h Kmandenendk: shadowpaladi come
 11/11 15:28:46.323 |Hchannel:raid|h[Raid Leader]|h Hectar: dam u and ur tiger mount
 11/11 15:28:48.502 [Raid Warning] Bulltank: ALL HERE ?
 11/11 15:28:53.992 [Raid Warning] Hectar: i am
 11/11 15:28:55.474 |Hchannel:raid|h[Raid]|h Lucylook: no
 11/11 15:29:07.580 [4. LookingForGroup] Sindaron: LF Warrior tank 1 more healer (prefered priest) and 1 warlock for ZA!
 11/11 15:29:07.623 |Hchannel:raid|h[Raid]|h Polleapoika: 7 hre
 11/11 15:29:09.835 |Hchannel:raid|h[Raid]|h Polleapoika: here*
 11/11 15:29:11.310 [4. LookingForGroup] Devillee: lf2m heroic mana tombs t0nk and healer
 11/11 15:29:14.711 Wildmage has come online.
 11/11 15:29:18.357 |Hchannel:raid|h[Raid Leader]|h Hectar: if we do it and anyone ninjas they will get my hoof up there ass
 11/11 15:29:18.501 |Hchannel:raid|h[Raid]|h Lucylook: summon me
 11/11 15:29:29.343 Patricker is now the group leader.
 11/11 15:29:32.967 |Hchannel:raid|h[Raid]|h Shadowpaladi: sum me
 11/11 15:29:35.625 |Hchannel:Guild|h[Guild]|h Wildmage: hello again :-)
 11/11 15:29:40.808 |Hchannel:Guild|h[Guild]|h Bulltank: hi ^^
 11/11 15:29:49.106 |Hchannel:Guild|h[Guild]|h Shadowpaladi: hey
 11/11 15:29:55.708 [4. LookingForGroup] Sindaron: LF Warrior tank 1 more healer (prefered priest) and 1 warlock for ZA!
 11/11 15:29:57.048 [Raid Warning] Bulltank: all here ?
 11/11 15:30:09.527 [4. LookingForGroup] Shadowpaladx: LF2M tank + dps hc SV
 11/11 15:30:12.637 |Hchannel:raid|h[Raid]|h Hectar: im here
 11/11 15:30:16.035 |Hchannel:raid|h[Raid]|h Kwaahr: lifÃ© isnt
 11/11 15:30:23.212 |Hchannel:raid|h[Raid]|h Hectar: sow how many bosses we kiling
 11/11 15:30:31.912 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go... lets go lets go
 11/11 15:30:32.013 |Hchannel:raid|h[Raid]|h Bulltank: we will see
 11/11 15:30:51.837 [4. LookingForGroup] Sindaron: LF Warrior tank 1 more healer (prefered priest) and 1 warlock for ZA!
 11/11 15:30:58.820 |Hchannel:raid|h[Raid]|h Hectar: ffs
 11/11 15:30:59.298 [4. LookingForGroup] Devillee: lf2m heroic mana tombs t0nk and healer
 11/11 15:31:21.789 |Hchannel:raid|h[Raid]|h Hectar: 2 people need ress
 11/11 15:31:22.098 |Hchannel:raid|h[Raid]|h Bulltank: fulll game
 11/11 15:31:45.374 Sindaron whispers: wanna tank in ZA? 2 spots open, need healer too!
 11/11 15:32:05.897 |Hchannel:raid|h[Raid]|h Hectar: dam axe flurry
 11/11 15:32:06.618 To Sindaron: busy, but thanks for asking
 11/11 15:32:10.490 |Hchannel:raid|h[Raid]|h Hectar: so i get a heal
 11/11 15:32:22.872 |Hchannel:raid|h[Raid]|h Bulltank: where are you ?
 11/11 15:32:25.333 |Hchannel:raid|h[Raid]|h Bulltank: lol?
 11/11 15:32:29.799 |Hchannel:raid|h[Raid]|h Kmandenendk: how many healers?
 11/11 15:32:31.798 Patricker whispers: kan du lave Defense
 11/11 15:32:35.100 |Hchannel:raid|h[Raid]|h Wildmage: inside
 11/11 15:32:38.171 |Hchannel:raid|h[Raid]|h Bulltank: me to
 11/11 15:32:43.051 |Hchannel:raid|h[Raid]|h Bulltank: and dont see anyl
 11/11 15:32:54.050 |Hchannel:raid|h[Raid Leader]|h Patricker: all in ?
 11/11 15:32:55.137 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go... lets go lets go

11/11 15:32:55.217 [4. LookingForGroup] Devillee: lf2m heroic mana tombs t0nk and healer
 11/11 15:33:00.194 |Hchannel:raid|h[Raid]|h Hectar: yup im in
 11/11 15:33:03.548 |Hchannel:raid|h[Raid]|h Polleapoika: i give earth shield for main tank?
 11/11 15:33:05.160 |Hchannel:raid|h[Raid]|h Bulltank: not me
 11/11 15:33:07.459 |Hchannel:raid|h[Raid]|h Kmandenendk: we just got 1 healer?
 11/11 15:33:10.159 |Hchannel:raid|h[Raid Leader]|h Patricker: mage food
 11/11 15:33:16.319 |Hchannel:raid|h[Raid]|h Hectar: ffs people come on
 11/11 15:33:21.261 |Hchannel:raid|h[Raid]|h Wildmage: have to go out and all in again
 11/11 15:33:26.057 Patricker says: foog
 11/11 15:33:26.632 |Hchannel:raid|h[Raid]|h Bulltank: i dont see you all !! :s WTF
 11/11 15:33:26.710 [4. LookingForGroup] Shadowpaladx: LF2M tank + dps hc SV
 11/11 15:33:28.475 Patricker says: mag
 11/11 15:33:32.751 |Hchannel:raid|h[Raid]|h Bulltank: i did
 11/11 15:33:34.983 |Hchannel:raid|h[Raid]|h Hectar: probly cause uve all rdy done the instance
 11/11 15:33:50.991 |Hchannel:raid|h[Raid]|h Bulltank: ye :(
 11/11 15:33:52.915 |Hchannel:raid|h[Raid]|h Wildmage: where are u m8
 11/11 15:34:04.694 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go... lets go lets go
 11/11 15:34:09.090 [4. LookingForGroup] Potis: guys which is daily?
 11/11 15:34:20.672 |Hchannel:raid|h[Raid]|h Bulltank: ok so i cant come ?
 11/11 15:34:22.106 |Hchannel:raid|h[Raid]|h Hectar: if uve done the instance u wont be able to come with the people who havnt
 11/11 15:34:31.423 [4. LookingForGroup] Shadowpaladx: LF1M tank hc SV last spot
 11/11 15:34:32.999 |Hchannel:raid|h[Raid]|h Wildmage: have u dne it bull?
 11/11 15:34:35.438 |Hchannel:raid|h[Raid]|h Bulltank: ok :(
 11/11 15:34:36.852 |Hchannel:raid|h[Raid]|h Bulltank: ye
 11/11 15:34:39.281 |Hchannel:raid|h[Raid]|h Bulltank: yesterday
 11/11 15:34:45.000 |Hchannel:raid|h[Raid]|h Kwaahr: until it resets, on thursday
 11/11 15:34:48.506 |Hchannel:raid|h[Raid]|h Bulltank: ok np :)
 11/11 15:34:53.536 |Hchannel:raid|h[Raid]|h Bulltank: hf all
 11/11 15:35:02.153 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go... lets go lets go
 11/11 15:35:07.287 Lucylook says: can buff me?
 11/11 15:35:16.389 |Hchannel:raid|h[Raid]|h Hectar: we will try
 11/11 15:35:23.854 |Hchannel:raid|h[Raid]|h Kmandenendk: this is 10 mans raid?
 11/11 15:35:24.071 [4. LookingForGroup] Devillee: lf2m heroic mana tombs t0nk and healer
 11/11 15:35:29.517 |Hchannel:raid|h[Raid]|h Hectar: nope 20
 11/11 15:35:35.033 |Hchannel:raid|h[Raid]|h Kmandenendk: we are 10
 11/11 15:35:42.649 Bulltank has left the raid group.
 11/11 15:35:51.661 |Hchannel:raid|h[Raid]|h Hectar: but its a low lvl raid nstance
 11/11 15:35:56.675 |Hchannel:raid|h[Raid]|h Wildmage: ffs we are only 9 for a 20 man raid!!!
 11/11 15:35:57.634 [4. LookingForGroup] Shadowpaladx: LF1M tank hc SV last spot
 11/11 15:36:10.569 |Hchannel:raid|h[Raid]|h Hectar: its a lvl 60 raid instance though
 11/11 15:36:20.109 [4. LookingForGroup] Bulltank: LFM raid Molten Core
 11/11 15:36:34.989 |Hchannel:raid|h[Raid Leader]|h Patricker: mage give food
 11/11 15:36:42.398 |Hchannel:raid|h[Raid]|h Polleapoika: yeh
 11/11 15:36:43.492 [4. LookingForGroup] Devillee: lf2m heroic mana tombs t0nk and healer
 11/11 15:36:44.587 Lucylook says: guys brb wc
 11/11 15:37:01.355 Patricker says: mage give all food
 11/11 15:37:10.581 [4. LookingForGroup] Bulltank: LFM raid Molten Core
 11/11 15:37:10.836 |Hchannel:raid|h[Raid]|h Wildmage: 2 sec ffs
 11/11 15:37:13.724 [4. LookingForGroup] Bulltank: LFM raid Molten Core
 11/11 15:37:13.859 Shadowpaladi says: table
 11/11 15:37:19.185 [4. LookingForGroup] Venema: lol
 11/11 15:37:36.653 [4. LookingForGroup] Venema: first zg, now mc, make up your mind
 11/11 15:37:42.613 |Hchannel:raid|h[Raid]|h Wildmage: buff plz
 11/11 15:37:45.661 |Hchannel:raid|h[Raid]|h Hectar: cant use the biscuits
 11/11 15:37:50.229 [4. LookingForGroup] Fierysword: LFG SM cath,Uldaman or RFD
 11/11 15:37:56.357 |Hchannel:raid|h[Raid]|h Wildmage: ohh to low
 11/11 15:37:59.612 |Hchannel:raid|h[Raid]|h Wildmage: 2 sec

11/11 15:38:00.535 |Hchannel:raid|h[Raid]|h Polleapoika: me too damn
 11/11 15:38:01.964 |Hchannel:raid|h[Raid]|h Kmandenendk: heal
 11/11 15:38:03.341 |Hchannel:raid|h[Raid]|h Hectar: bym one lvl
 11/11 15:38:07.379 [4. LookingForGroup] Devillee: lf2m heroic mana tombs t0nk and healer
 11/11 15:38:57.401 |Hchannel:raid|h[Raid]|h Hectar: brb need to take a wiz
 11/11 15:39:02.877 [4. LookingForGroup] Sindaron: LF Warrior tank and healer (priest preferd) for ZA, 2 spots open!
 11/11 15:39:09.951 [4. LookingForGroup] Shadowpaladx: LF1M tank hc SV last spot
 11/11 15:39:16.588 [4. LookingForGroup] Venema: lf healer for brd
 11/11 15:39:25.365 |Hchannel:Guild|h[Guild]|h Bulltank: its so stuppit that i cant enter :(
 11/11 15:39:31.391 |Hchannel:Guild|h[Guild]|h Wildmage: yeah
 11/11 15:40:06.525 |Hchannel:Guild|h[Guild]|h Bulltank: i'm the only 1 who need really the raid :p and i cant enter :p
 11/11 15:40:11.169 |Hchannel:raid|h[Raid]|h Hectar: back
 11/11 15:40:19.293 |Hchannel:raid|h[Raid]|h Kmandenendk: aww
 11/11 15:40:33.640 [4. LookingForGroup] Lastsee: LF ONE TANK KARA LAST SPOT we are all here and ready to go... lets go lets go
 11/11 15:40:48.499 [4. LookingForGroup] Bulltank: LFM raid Molten Core
 11/11 15:41:13.956 |Hchannel:raid|h[Raid]|h Hectar: heal
 11/11 15:41:23.940 [4. LookingForGroup] Devillee: lf2m heroic mana tombs healer
 11/11 15:41:43.283 |Hchannel:raid|h[Raid]|h Kmandenendk: i fallet down :D
 11/11 15:41:47.546 |Hchannel:raid|h[Raid]|h Kmandenendk: heal plz
 11/11 15:42:04.852 |Hchannel:raid|h[Raid]|h Lucylook: b
 11/11 15:42:07.738 |Hchannel:raid|h[Raid]|h Wildmage: mana buff plz
 11/11 15:42:24.244 |Hchannel:raid|h[Raid]|h Wildmage: shadow!! :)
 11/11 15:42:24.604 |Hchannel:raid|h[Raid]|h Kmandenendk: heal plz
 11/11 15:42:27.016 [4. LookingForGroup] Shadowpaladx: LF1M tank hc SV last spot
 11/11 15:42:28.869 [4. LookingForGroup] Raiki: Looking for healr for mt heroic ^^
 11/11 15:43:19.856 |Hchannel:raid|h[Raid]|h Lucylook: buff me plz
 11/11 15:43:21.202 |Hchannel:raid|h[Raid Leader]|h Patricker: all full mana boss
 11/11 15:43:44.100 |Hchannel:raid|h[Raid]|h Polleapoika: let me drink
 11/11 15:44:04.167 |Hchannel:raid|h[Raid Leader]|h Patricker: go
 11/11 15:44:21.848 |Hchannel:raid|h[Raid Leader]|h Patricker: kil pet
 11/11 15:44:27.764 [4. LookingForGroup] Druidinha: Moonkin LFG any heroic (but not TK ones) =D
 11/11 15:44:34.788 [4. LookingForGroup] Shadowpaladx: LF1M tank hc SV last spot
 11/11 15:45:19.275 |Hchannel:raid|h[Raid]|h Kmandenendk: heal!
 11/11 15:45:21.576 |Hchannel:raid|h[Raid]|h Kmandenendk: aww
 11/11 15:45:27.459 |Hchannel:raid|h[Raid]|h Hectar: heal
 11/11 15:45:53.987 |Hchannel:raid|h[Raid]|h Kmandenendk: i need head
 11/11 15:46:06.341 |Hchannel:raid|h[Raid]|h Hectar: thers far better for ur lvl
 11/11 15:46:07.928 |Hchannel:raid|h[Raid]|h Wildmage: how many healers do we got?
 11/11 15:46:16.720 |Hchannel:raid|h[Raid]|h Kmandenendk: 1
 11/11 15:46:23.946 |Hchannel:raid|h[Raid]|h Hectar: Band of Jin if other drops can i need
 11/11 15:46:34.729 |Hchannel:raid|h[Raid]|h Kmandenendk: ye
 11/11 15:46:45.469 |Hchannel:raid|h[Raid]|h Hectar: then i have both
 11/11 15:46:57.240 |Hchannel:raid|h[Raid]|h Kmandenendk: omw
 11/11 15:47:04.133 [4. LookingForGroup] Sindaron: LF Healer for ZA, Last spot!!
 11/11 15:47:05.691 [4. LookingForGroup] Sindaron: LF Healer for ZA, Last spot!!
 11/11 15:47:06.087 |Hchannel:raid|h[Raid]|h Hectar: healme ffs
 11/11 15:47:07.104 |Hchannel:raid|h[Raid]|h Kmandenendk: my its better?
 11/11 15:47:15.908 |Hchannel:raid|h[Raid]|h Hectar: dude healme
 11/11 15:47:18.631 |Hchannel:raid|h[Raid]|h Kmandenendk: damn didnt see
 11/11 15:47:30.327 |Hchannel:raid|h[Raid]|h Hectar: ffs healme
 11/11 15:47:35.513 |Hchannel:raid|h[Raid]|h Hectar: im neely dead
 11/11 15:47:35.963 |Hchannel:raid|h[Raid]|h Polleapoika: we have only 1 healer?
 11/11 15:47:40.198 [Raid Warning] Hectar: healme
 11/11 15:47:40.686 [4. LookingForGroup] Raiki: looking for a healer mt heroic
 11/11 15:47:55.266 |Hchannel:raid|h[Raid]|h Wildmage: hey... We only got 1 healer,
 11/11 15:47:59.447 |Hchannel:raid|h[Raid]|h Hectar: about time
 11/11 15:48:06.097 |Hchannel:raid|h[Raid]|h Kmandenendk: shadowpaladi
 11/11 15:48:09.508 |Hchannel:raid|h[Raid]|h Kmandenendk: can you help heal plz
 11/11 15:48:13.749 |Hchannel:raid|h[Raid]|h Hectar: he didnt heal after boss battle

11/11 15:48:16.024 |Hchannel:raid|h[Raid]|h Wildmage: he cant heal 10 ppl at one time
 11/11 15:48:29.055 |Hchannel:Guild|h[Guild]|h Bulltank: and how is it going ? :)
 11/11 15:48:33.193 |Hchannel:raid|h[Raid]|h Hectar: wen boss was dead he could have healed
 11/11 15:48:35.593 |Hchannel:Guild|h[Guild]|h Wildmage: lol
 11/11 15:48:41.171 |Hchannel:Guild|h[Guild]|h Shadowpaladi: 1 boss down
 11/11 15:48:45.633 |Hchannel:Guild|h[Guild]|h Bulltank: drop ?
 11/11 15:48:47.606 |Hchannel:raid|h[Raid]|h Wildmage: not with out mana he cant
 11/11 15:48:56.870 |Hchannel:Guild|h[Guild]|h Shadowpaladi: Blooddrenched Mask Zulian Stone Axe Primal Hakkari
 Stanchion
 11/11 15:49:19.895 |Hchannel:Guild|h[Guild]|h Shadowpaladi: but we only got 1 healer!
 11/11 15:49:30.210 |Hchannel:raid|h[Raid]|h Hectar: do u ahve chain heal
 11/11 15:49:38.642 |Hchannel:Guild|h[Guild]|h Wildmage: we only got 1 healer...
 11/11 15:49:42.366 |Hchannel:Guild|h[Guild]|h Bulltank: not good :D
 11/11 15:49:46.934 |Hchannel:Guild|h[Guild]|h Wildmage: no!
 11/11 15:49:47.029 |Hchannel:Guild|h[Guild]|h Shadowpaladi: no
 11/11 15:49:49.481 |Hchannel:raid|h[Raid Leader]|h Patricker: wait healer
 11/11 15:49:52.709 |Hchannel:Guild|h[Guild]|h Bulltank: you can never kill Hakkar
 11/11 15:50:07.343 |Hchannel:Guild|h[Guild]|h Shadowpaladi: that is right
 11/11 15:50:17.093 |Hchannel:raid|h[Raid]|h Kmandenendk: i dont thing we can take hakkar
 11/11 15:50:22.967 [4. LookingForGroup] Druidinha: Moonking lfg MgT norm and SV or kara =D
 11/11 15:50:26.147 |Hchannel:raid|h[Raid]|h Hectar: i hope tiger mount drops
 11/11 15:50:45.449 [4. LookingForGroup] Devillee: lf2m heroic mana tombs healer
 11/11 15:51:09.564 |Hchannel:Guild|h[Guild]|h Bulltank: if i was there then maybe ^^ :p
 11/11 15:51:19.727 |Hchannel:Guild|h[Guild]|h Wildmage: hehe
 11/11 15:51:22.149 |Hchannel:raid|h[Raid]|h Hectar: patrick
 11/11 15:51:36.962 [4. LookingForGroup] Dacai: lfg heroic sethekk
 11/11 15:51:41.962 |Hchannel:raid|h[Raid]|h Hectar: can u put master loot on for this boss
 11/11 15:51:42.810 |Hchannel:raid|h[Raid]|h Wildmage: Polymorph->Gurubashi Axe Thrower
 11/11 15:51:51.846 |Hchannel:raid|h[Raid Leader]|h Patricker: yes
 11/11 15:52:02.740 |Hchannel:raid|h[Raid]|h Wildmage: 30s
 11/11 15:52:12.801 |Hchannel:raid|h[Raid]|h Wildmage: 20s
 11/11 15:52:17.779 |Hchannel:raid|h[Raid]|h Wildmage: 15s
 11/11 15:52:22.187 |Hchannel:raid|h[Raid]|h Wildmage: Polymorph->Gurubashi Axe Thrower
 11/11 15:52:22.379 |Hchannel:Guild|h[Guild]|h Greeley: ^^
 11/11 15:52:22.563 |Hchannel:raid|h[Raid]|h Wildmage: Wildmage!
 11/11 15:52:22.565 |Hchannel:raid|h[Raid]|h Wildmage: Sheep End!
 11/11 15:52:23.519 |Hchannel:Guild|h[Guild]|h Bulltank: we did yesterday Hakkar with 20 people and didnt killed him
 11/11 15:52:45.434 |Hchannel:raid|h[Raid]|h Kmandenendk: ress plz
 11/11 15:52:48.849 [4. LookingForGroup] Bolz: Need tank and healer for BM normal
 11/11 15:53:04.334 |Hchannel:raid|h[Raid]|h Kmandenendk: ress plzz
 11/11 15:53:07.616 |Hchannel:raid|h[Raid]|h Kmandenendk: healer
 11/11 15:53:16.474 [4. LookingForGroup] Druidinha: Moonkin lfg MgT norm and SV or kara =D
 11/11 15:53:16.560 |Hchannel:raid|h[Raid]|h Hectar: ffs axe flurry
 11/11 15:53:21.909 |Hchannel:raid|h[Raid]|h Wildmage: he vcant heal in a fight
 11/11 15:53:35.189 [4. LookingForGroup] Dacai: If dps and healer Hc sethekk
 11/11 15:53:45.372 |Hchannel:Guild|h[Guild]|h Wildmage: damn this sucks
 11/11 15:53:53.656 |Hchannel:Guild|h[Guild]|h Shadowpaladi: ye
 11/11 15:54:07.208 |Hchannel:Guild|h[Guild]|h Shadowpaladi: u leaving?
 11/11 15:54:11.874 |Hchannel:Guild|h[Guild]|h Wildmage: thx m8
 11/11 15:54:14.030 |Hchannel:Guild|h[Guild]|h Shadowpaladi: np
 11/11 15:54:19.036 |Hchannel:Guild|h[Guild]|h Bulltank: i sayed to hector or what his name is ^^ we are with not enof
 and he said no we arnt
 11/11 15:54:19.457 |Hchannel:raid|h[Raid]|h Hectar: that axe flurry pisses me off
 11/11 15:54:32.247 |Hchannel:Guild|h[Guild]|h Wildmage: think so, because we need more healers
 11/11 15:54:47.201 |Hchannel:raid|h[Raid Leader]|h Patricker: all full
 11/11 15:54:49.486 |Hchannel:Guild|h[Guild]|h Shadowpaladi: could u so not help me whit to get Crusader's
 Ornamented Spaulders set?
 11/11 15:55:02.349 |Hchannel:raid|h[Raid]|h Hectar: patrick master loot plz
 11/11 15:55:12.831 |Hchannel:Guild|h[Guild]|h Greeley: going pvp? :)
 11/11 15:55:25.696 |Hchannel:Guild|h[Guild]|h Shadowpaladi: Crusader's Ornamented Spaulders not pvp

11/11 15:55:30.293 |Hchannel:Guild|h[Guild]|h Wildmage: thinking about some AV :)
 11/11 15:55:32.116 |Hchannel:Guild|h[Guild]|h Greeley: it is :) lol
 11/11 15:55:40.774 |Hchannel:raid|h[Raid Leader]|h Patricker: all kil pet
 11/11 15:55:41.835 |Hchannel:Guild|h[Guild]|h Shadowpaladi: no Crusader's Ornamented Spaulders is not
 11/11 15:55:47.595 |Hchannel:Guild|h[Guild]|h Greeley: read it again ;)
 11/11 15:55:49.963 |Hchannel:Guild|h[Guild]|h Shadowpaladi: Merciless Gladiator's Scaled Shoulders is
 11/11 15:55:51.187 |Hchannel:raid|h[Raid Leader]|h Patricker: kilpet
 11/11 15:55:57.443 |Hchannel:Guild|h[Guild]|h Greeley: resilience = pvp
 11/11 15:55:58.294 |Hchannel:raid|h[Raid Leader]|h Patricker: not kil boss
 11/11 15:56:18.859 |Hchannel:Guild|h[Guild]|h Shadowpaladi: it say Requiars Thrallmar - Honored
 11/11 15:56:20.844 |Hchannel:Guild|h[Guild]|h Greeley: that sets basically a new 70 pvp set tbh
 11/11 15:56:27.447 |Hchannel:raid|h[Raid Leader]|h Patricker: mage stop kil boss
 11/11 15:56:33.024 |Hchannel:raid|h[Raid]|h Wildmage: ffs
 11/11 15:56:52.035 |Hchannel:Guild|h[Guild]|h Greeley: to get you started
 11/11 15:57:02.560 |Hchannel:Guild|h[Guild]|h Shadowpaladi: what started?
 11/11 15:57:09.393 |Hchannel:Guild|h[Guild]|h Greeley: pvping at 70 =p
 11/11 15:57:16.574 |Hchannel:raid|h[Raid]|h Hectar: am
 11/11 15:57:22.213 |Hchannel:Guild|h[Guild]|h Shadowpaladi: for this Crusader's Ornamented Spaulders?
 11/11 15:57:35.604 |Hchannel:Guild|h[Guild]|h Greeley: tell ya what, forget it :P lol
 11/11 15:57:45.892 Zealot Lor'Khan dies.
 11/11 15:57:48.624 |Hchannel:Guild|h[Guild]|h Greeley: dosnt look like were going to agree =) lol
 11/11 15:57:56.475 |Hchannel:Guild|h[Guild]|h Shadowpaladi: hehe
 11/11 15:58:22.074 |Hchannel:Guild|h[Guild]|h Greeley: i got that set on my mage, well the mage version >.<
 11/11 15:58:39.231 |Hchannel:raid|h[Raid Leader]|h Patricker: stop kil 2
 11/11 15:59:23.363 |Hchannel:raid|h[Raid Leader]|h Patricker: kil him stop
 11/11 15:59:29.500 |Hchannel:raid|h[Raid]|h Hectar: we need to kill at same time
 11/11 15:59:37.995 |Hchannel:raid|h[Raid Leader]|h Patricker: stop do
 11/11 15:59:57.230 |Hchannel:raid|h[Raid]|h Hectar: ffs
 11/11 15:59:59.899 |Hchannel:raid|h[Raid]|h Hectar: neely
 11/11 16:01:09.607 |Hchannel:raid|h[Raid Leader]|h Patricker: goodt
 11/11 16:01:18.034 Looting changed to Master Looter.
 11/11 16:01:18.035 Patricker is now the loot master.
 11/11 16:01:34.314 |Hchannel:raid|h[Raid]|h Hectar: heal
 11/11 16:02:26.351 |Hchannel:raid|h[Raid]|h Hectar: nothing i need
 11/11 16:02:27.771 |Hchannel:raid|h[Raid]|h Polleapoika: ress
 11/11 16:02:53.614 Kwaahr is now the loot master.
 11/11 16:03:01.252 |Hchannel:raid|h[Raid]|h Hectar: actually
 11/11 16:03:08.405 |Hchannel:raid|h[Raid]|h Hectar: gona roll for the word
 11/11 16:03:10.317 |Hchannel:raid|h[Raid]|h Hectar: sword
 11/11 16:03:14.243 |Hchannel:raid|h[Raid]|h Hectar: if thats ok
 11/11 16:03:19.807 |Hchannel:raid|h[Raid]|h Polleapoika: Ress_
 11/11 16:03:25.685 |Hchannel:raid|h[Raid]|h Polleapoika: ?
 11/11 16:03:56.750 |Hchannel:raid|h[Raid]|h Kwaahr: so, who wants what, and how does this work?
 11/11 16:04:03.917 |Hchannel:raid|h[Raid]|h Hectar: u choose
 11/11 16:04:09.356 |Hchannel:raid|h[Raid]|h Hectar: the type /roll
 11/11 16:04:18.354 |Hchannel:raid|h[Raid]|h Hectar: who ever gets highest u give it to them
 11/11 16:04:25.440 |Hchannel:raid|h[Raid]|h Polleapoika: omg
 11/11 16:04:26.004 |Hchannel:raid|h[Raid]|h Kwaahr: ok
 11/11 16:04:30.807 |Hchannel:raid|h[Raid]|h Hectar: i ddint roll
 11/11 16:04:40.203 |Hchannel:raid|h[Raid]|h Hectar: ur supsoed to have us roll first
 11/11 16:04:50.810 |Hchannel:raid|h[Raid]|h Hectar: turn master loot off now
 11/11 16:04:52.161 |Hchannel:raid|h[Raid]|h Wildmage: christ this sucks
 11/11 16:04:58.628 |Hchannel:raid|h[Raid]|h Hectar: was for just this boss
 11/11 16:05:10.301 Patricker is now the loot master.
 11/11 16:05:14.004 |Hchannel:raid|h[Raid]|h Kwaahr: i didnt do anything they just got looted suddenly...
 11/11 16:05:16.714 Wildmage whispers: sorry m8, but i am leaving this "game"
 11/11 16:05:22.140 |Hchannel:raid|h[Raid]|h Hectar: thats weird
 11/11 16:05:29.243 Wildmage whispers: we cant with out healers
 11/11 16:05:34.784 [4. LookingForGroup] Bolz: LF tank for BM normal
 11/11 16:05:37.345 |Hchannel:raid|h[Raid]|h Hectar: o well to the next boss

11/11 16:05:41.448 [4. LookingForGroup] Balefor: LF HealerRFK
 11/11 16:05:41.943 [4. LookingForGroup] Handanagic: LF healer last spot MGT
 11/11 16:05:57.788 Wildmage whispers: only 8 man in a 20 man raid
 11/11 16:06:09.562 |Hchannel:raid|h[Raid]|h Hectar: is prot a good spec
 11/11 16:06:22.676 Wildmage has left the raid group.
 11/11 16:06:35.003 |Hchannel:raid|h[Raid]|h Hectar: ffs lol
 11/11 16:06:37.136 Shadowpaladi has left the raid group.
 11/11 16:06:55.377 |Hchannel:raid|h[Raid Leader]|h Patricker: off
 11/11 16:07:03.816 |Hchannel:raid|h[Raid]|h Hectar: why are people leaving lol
 11/11 16:07:04.618 Mocoli has joined the raid group.
 11/11 16:07:06.815 Polleapoika is now the group leader.
 11/11 16:07:11.919 [4. LookingForGroup] Aldon: LF tank MGT hc last spot
 11/11 16:07:21.667 [4. LookingForGroup] Bolz: LF tank for BM normal
 11/11 16:07:26.635 Wildmage has gone offline.
 11/11 16:07:28.342 |Hchannel:raid|h[Raid Leader]|h Polleapoika: are we done now?
 11/11 16:07:37.351 [4. LookingForGroup] Serrakuya: DPS lfg to any hc except Arca
 11/11 16:07:40.017 [4. LookingForGroup] Ostebe: LFG for sethekk halls
 11/11 16:07:51.911 |Hchannel:raid|h[Raid]|h Hectar: well everyone is leaving lol
 11/11 16:07:57.673 |Hchannel:raid|h[Raid]|h Hectar: theres loads more bosses
 11/11 16:08:11.508 [4. LookingForGroup] Tsk: LF healer RFd
 11/11 16:08:18.836 |Hchannel:raid|h[Raid]|h Hectar: lvl 70s only stay incase the tiger mount drops
 11/11 16:08:33.664 [4. LookingForGroup] Tsk: LF healer RFK
 11/11 16:08:42.247 |Hchannel:Guild|h[Guild]|h Bulltank: here is some1 with my set that i allways want Dreadnaught
 Helmet Dreadnaught Pauldrons :D
 11/11 16:08:59.188 |Hchannel:raid|h[Raid]|h Hectar: i guess were done lol
 11/11 16:09:05.416 |Hchannel:raid|h[Raid Leader]|h Polleapoika: ok
 11/11 16:09:08.971 |Hchannel:raid|h[Raid Leader]|h Polleapoika: bye
 11/11 16:09:14.008 Left Channel: |Hchannel:-1073769156|h[(null)]|h
 11/11 16:09:14.011 LÃfÃ© is now the group leader.
 11/11 16:09:14.706 Polleapoika has left the raid group.
 11/11 16:09:18.958 |Hchannel:raid|h[Raid]|h Hectar: bye
 11/11 16:09:21.965 Hectar has left the raid group.
 11/11 16:09:29.286 You leave the group.
 11/11 16:09:30.396 You have left the raid group.